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AUTHOR'S NOTE

This is my first compilation of Patreon supported material. I hope you enjoy reading this as much as I enjoyed creating it, article by article. I finished my first article, *Bearries & Bearletons* April 18th, so this here is not full year's worth of material. Still, I am very pleased for the amount and variety of articles I have created. I hope this year, 2016, will be even greater than last year I started this fun ongoing project!

ABOUT LEVEL DRAIN

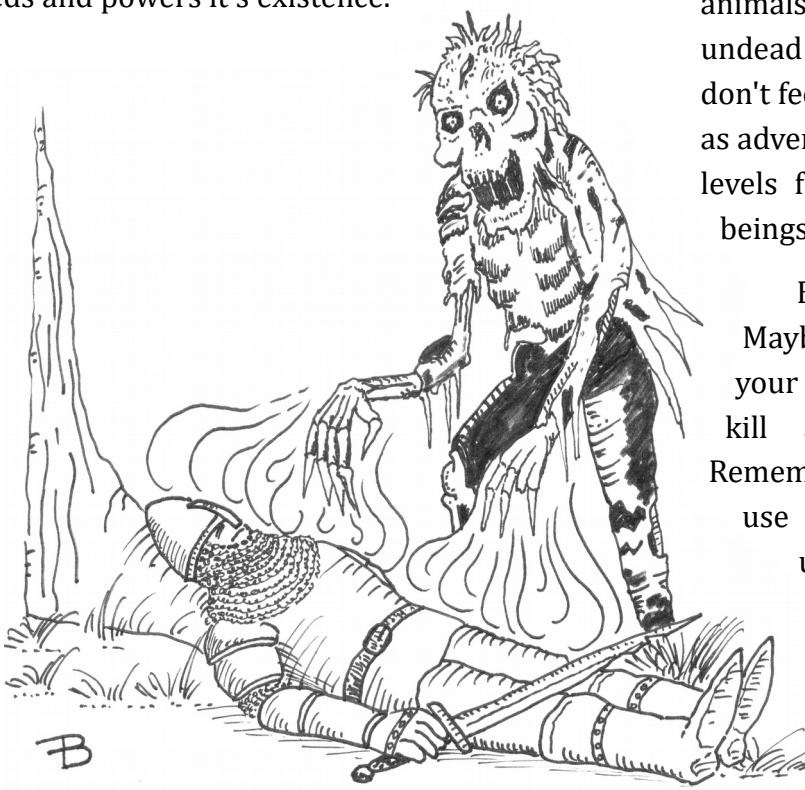
"Level drain sucks because it messes up my character permanently."

"Level drain is there only because Clerics can turn undead thus be more important."

NO! Level drain is more than just that. Actually, level draining ability of more powerful undeads is pretty neat fiction detail.

There are two types of undead; those which are animated by wizardry or other weird powers and those which are more or less intelligent entities. Those weaker animated corpses and bones don't (usually) have level draining abilities, because they don't need life force. Their force comes from outside in a form of animating spell. Those more powerful undead need power, fuel, as do living creatures. They don't eat vegetables and roast. They feed life force, levels. That is called *level drain* in game terms.

When an undead drains a level, it actually feeds and powers it's existence.



The levels it drains give it months, or even years, of unlife. Without draining levels from living beings they couldn't exist in the realms of the living. By draining life force, they can.

When encountering an undead, it has already drained some levels obviously. Decide what die to use (more sides is more powerful and older undead), that's how many levels it has in it's undead "belly". Every time an undead is killed, it loses a level it has drained. When the last level is lost, the undead is banished and destroyed for good. Otherwise it will just reappear or reanimate after 20 minus total levels drained hours / weeks / months / years (1d4) later (minimum 1).

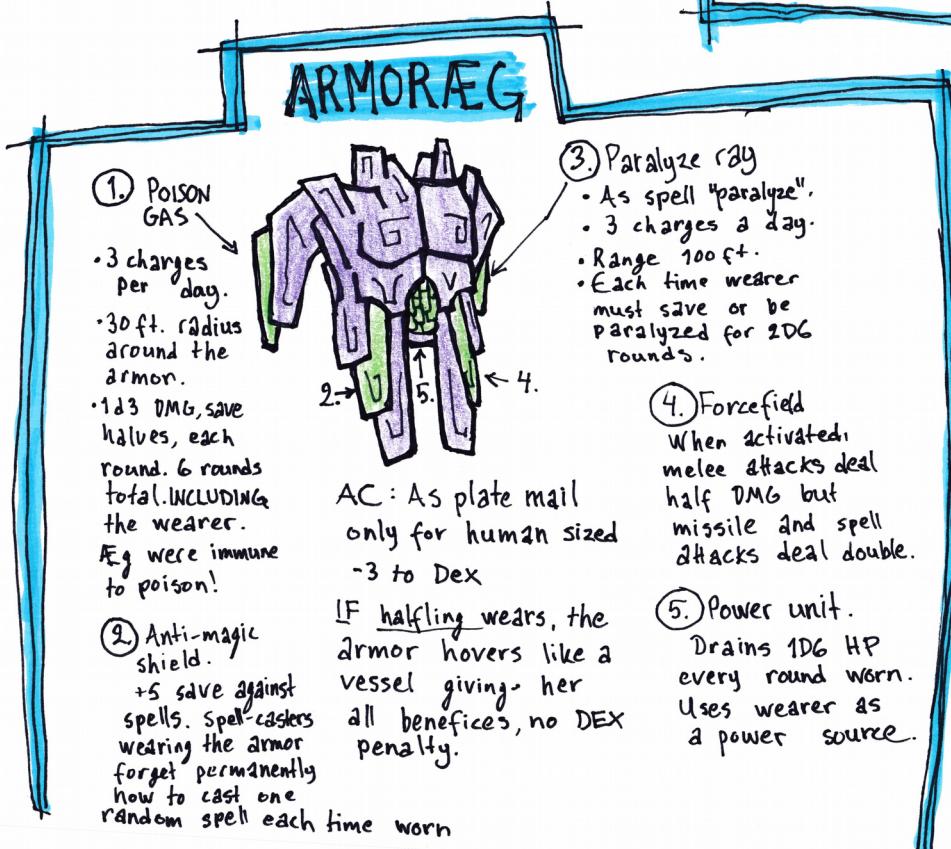
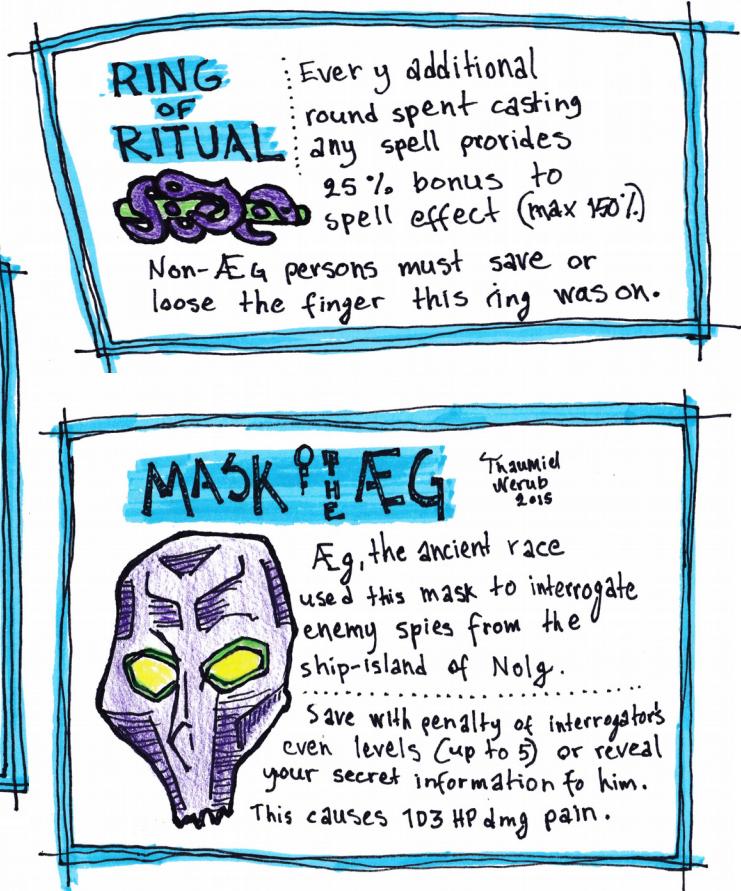
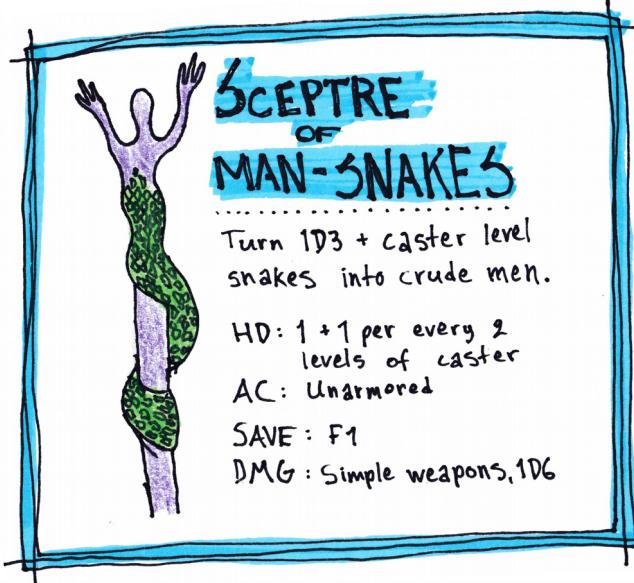
As mentioned before, they do feed. HD / LVL of less than 1 doesn't feed the undead but creatures that small die in an area of 300 ft. times undead HD. There is no life in the place of an undead that drains levels. No bugs, no rats, no birds. Everything is dead. If not dead adventurers, some carcasses of animals can be found nearby or within which the undead has drained. They don't feel hunger, they don't feed for fun, and animal levels are not as tasty as adventurer levels! So they don't stack up drained levels from elks and bears. The levels of lesser beings are continuously burning fuel.

But can the drained levels be restored? Maybe. IF you destroy the undead that drained your levels, those levels are freed. BUT you must kill and destroy the undead completely. Remember, it might have several levels what it can use to restore itself. Years of waiting for the undead reappear again and again until it is drained from the stolen life force is a time one could spent better, adventuring. But sometimes it is the stubbornness and grudge what makes legends, and fools, continue their quests.

ÆG ARTIFACTS

Æg are an ancient race of space-elves.

Their fascinating technology was advanced combining science and magic. Aeons ago they left Realm searching for new beautiful worlds to conquer.



These items were Æg-princess **Thia-Binja's** combat gear. She was well known admiral of the fifth space-crystal fleet.

Her influence and political skills were widely known and admired by many.

Unfortunately she was assassinated, as those of high influence and popularity often meet that fate.

Her sacred remains with her gear and many riches is buried in Realms of Stars.

AUSPICES

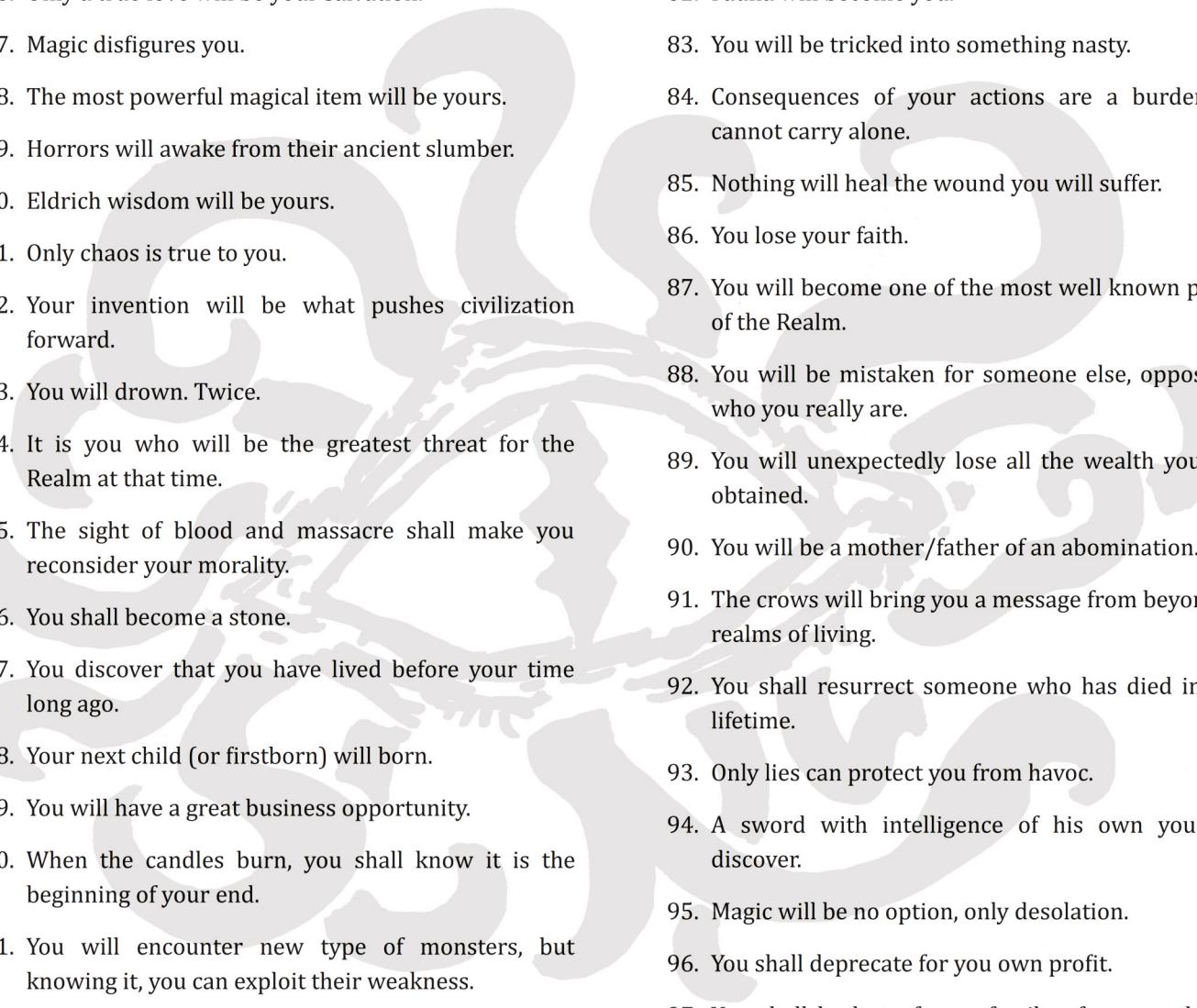
Prediction comes true in (1) hours, (2) days, (3) months, (4) years, (5) decades, (6) centuries... [1d6 or decide].

You cannot be sure when exactly the prediction comes true. Will you actively try to pursue it in the time of it, or do you try to avoid it? Can you avoid it with wits and cunning, or is it your fate and destiny?

1. You shall be known as "Kingslayer", whether in a purpose or not.
2. Your seed will be rotten, every children from your loins will be evil in nature and chaotic in soul.
3. You will rise as Lord Protector to overthrow the government.
4. You will loose your eyesight.
5. You shall sacrifice your life for greater good.
6. You will be possessed by (1d)100 powerful demons.
7. Death is only the beginning for you.
8. You will get a fortune, but loose something more valuable instead.
9. Abominable disease will torment you.
10. Gods will favor you.
11. From the devil, who enslaves you, you will get unimaginable power in exchange of your soul.
12. No one will ever truly love you.
13. Bards will sing about your adventures.
14. You will take place of a powerful person.
15. You shall attract curious fey.
16. Your doppelganger will make your life a living hell.
17. Chaos cannot be explained, thus without a reason your body will spurt tentacles, eyes, slime, and other abominations.
18. You will barely escape your death.
19. You will encounter your child you were not aware of existing.
20. Aliens from beyond the space will contact you. They have a very important message to deliver.
21. Extradimensional horrors abduct you for experiments.

22. You will fall in love with an over earthly being. The love is mutual.
23. In the snowy wastes you will get lost.
24. Dragons! And demons! You will witness a great war.
25. Your sex will change in weird circumstances.
26. You will evoke (new) magical powers.
27. Losing a body part is always a tragedy.
28. You will murder your friend accidentally.
29. To be great, you must make a great sacrifice.
30. The dungeon will be your tomb.
31. You will discover knowledge better be undiscovered forever.
32. Amnesia.
33. Your funeral will be dark.
34. Only silver will destroy you.
35. By your companion's sacrifice you will live.
36. You will discover a great treasure.
37. A religion will be named after you.
38. You will become something you never expected.
39. Your find out your mother is something else.
40. Your actions will unleash an elder horror.
41. You will discover a new land.
42. Darkness you shall become.
43. You will become a divine entity.
44. You shall refuse to use weapons anymore.
45. Your destiny is to become a Cleric.
46. Destruction and devastation on your path.
47. Seven deadly sins you will commit.
48. You will travel to distant stars.
49. Most precious thing for you will disappear.
50. You shall unmake a creation.
51. You'll loose your head, but continue to live.

AUSPICES



- 52. Ghosts of your victims will haunt you.
- 53. You will destroy the dragon.
- 54. You will be the dragon of Realm.
- 55. There is no place for you anymore, you will be an outcast where ever you travel.
- 56. Only a true love will be your salvation.
- 57. Magic disfigures you.
- 58. The most powerful magical item will be yours.
- 59. Horrors will awake from their ancient slumber.
- 60. Eldrich wisdom will be yours.
- 61. Only chaos is true to you.
- 62. Your invention will be what pushes civilization forward.
- 63. You will drown. Twice.
- 64. It is you who will be the greatest threat for the Realm at that time.
- 65. The sight of blood and massacre shall make you reconsider your morality.
- 66. You shall become a stone.
- 67. You discover that you have lived before your time long ago.
- 68. Your next child (or firstborn) will born.
- 69. You will have a great business opportunity.
- 70. When the candles burn, you shall know it is the beginning of your end.
- 71. You will encounter new type of monsters, but knowing it, you can exploit their weakness.
- 72. The magic item will be bound to you. You cannot get rid of it, ever. It becomes a part of you.
- 73. Horrible burns shall disfigure you.
- 74. You will learn hatred you couldn't even imagine.
- 75. You will lose something important, but gain something equally important.
- 76. The dead will rise.
- 77. You will be accused of a grand crime.
- 78. No horse will accept you anymore.
- 79. EFey will become your enemies.
- 80. You shall transmute into a monster.
- 81. A discovery from your past will forever change how you see yourself.
- 82. Fauna will become you.
- 83. You will be tricked into something nasty.
- 84. Consequences of your actions are a burden you cannot carry alone.
- 85. Nothing will heal the wound you will suffer.
- 86. You lose your faith.
- 87. You will become one of the most well known person of the Realm.
- 88. You will be mistaken for someone else, opposite of who you really are.
- 89. You will unexpectedly lose all the wealth you have obtained.
- 90. You will be a mother/father of an abomination.
- 91. The crows will bring you a message from beyond the realms of living.
- 92. You shall resurrect someone who has died in your lifetime.
- 93. Only lies can protect you from havoc.
- 94. A sword with intelligence of his own you shall discover.
- 95. Magic will be no option, only desolation.
- 96. You shall deprecate for you own profit.
- 97. You shall be last of your family, after you, there is nothing left of your lineage.
- 98. Black arts of eldrich magic are your future.
- 99. Repent your sins, or be damned.
- 100. ***Everything was nothing.***

You can let the character(s) roll for an auspice in the beginning of the campaign. Or they might discover the auspices during their adventures. Unwillingly, or in purpose. Or you might use these auspices as adventure seeds.

BAZAAR OF EXTRAORDINARY STUFF

Seven days travel from the civilization, near the meadows of restless winds, resides the *Bazaar of Extraordinary Stuff*. Around it a permanent settlement is established providing all necessary services and pleasures for travelers and residents alike. Guarded by filibusters of the *Merchant Princess* no bad behavior or ruckus is allowed.

So, stranger, rest your feet. Rest your mind. And don't hesitate to walk the main street of the bazaar for wonders!

Roll d24 per hour meandering

<p>1 Decorative Flesh-Stones. +1/4 CHA mod per stone when attached on skin (max +1). -3 permanent HP when removed.</p> <p>2 Goat Of Wisdom. 10 gp and the goat will tell something wise. $\frac{1}{4}$ chance it's actually useful.</p> <p>3 Mad Mage's Book contains 2d3 random spells of <i>any level</i>. When any one of these spells is memorized, save or loose 1 permanent WIS.</p> <p>4 The Knife Of Skin-peeling can cut skin and tissue away without damaging self. Handy to remove acid! CHA reduces.</p> <p>5 Beggars who try to mug. 2 HP, unarmored, 1d2 damage. After 1d6 rounds guards arrive and blame whoever is in better shape after the situation.</p> <p>6 Amoeba Harlot might look disgusting blob at first but for 150 gp will transform into <i>anything</i> of your desire.</p> <p>7 Tent Of Shadows. The priest of Ever-Tentacled Eye-Seeker needs eyes for rituals. He'll try cunning, bribery or force.</p> <p>8 Weird Box Of Slots. Insert 1 gp and there is 1/6 chance that you'll get 10 gp back! But those 10 won are an illusion.</p> <p>9 Refreshing Fruits give 1 HP per portion, but save or be hooked! $\frac{1}{4}$ HP those days not able to eat these <i>RARE</i> fruits.</p>	<p>10 Living Fetuses In A Jar cost 1,000 gp.</p> <p>11 Three-Eyed, Tall, Green Humanoids gathering. Speak alien language. Lawful Good. HD 20, AC unarmored.</p> <p>12 Lost Kid heir to the realm. Assassins searching for her. 15,000 gp reward to be killed or 7,000 gp returned.</p> <p>13 Meta-Morpher swaps two Attributes for 10,000 gp. Permanently loose 1 HD worth of HP from the process.</p> <p>14 Dealer Of Flashy Weapons. 10X normal price, +1 weapon. Natural 20 to-hit roll inflicts double damage on self.</p> <p>15 All Kinds Of Jewels. Cost $\frac{1}{2}$ of normal value. <i>Save</i> or die when bought.</p> <p>16 Zombie Servants for sale. Treat as henchmen but $\frac{3}{4}$ of normal price. Will die of rot after 3d6 days.</p> <p>17 Potions And Scrolls. $\frac{1}{4}$ chance wont work when used.</p> <p>18 A Relic (bone, rag, etc.) that allows Cleric to turn undead as 2 levels higher. Will work 1d3 times. Costs 750 gp.</p> <p>19 Delicacies like lizards, spiders and other nasties. Works like rations, <i>save</i> or feel sick for the rest of the day (1 penalty to rolls). Cost 2 cp.</p> <p>20 Nice Clothing. Cost 100x normal. CHA mod +1. When undressed emptiness fills soul until dressed again.</p> <p>21 Alien Pistol. Damage 2d7, no maximum range, unknown amount of shots left (1d3). Natural 1 and the gun explodes dealing 1d7 damage on 10 ft. radius. Price 12,000 gp.</p> <p>22 Dark Holy Water. When undead get splashed with this, their HD gets two better. Price 19 gp.</p> <p>23 Mutant Beggar. The meadows of restless winds have changed this poor being into an abomination. Any Alignment.</p> <p>24 Extraordinary Item In A Bag. Price 1,500 gp. 50% a random magic item, 50% turns opener into a random monster. Acts like a monster, no (demi-)humanity left.</p>
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BEARRIES & BEARLETONS

White, size of a melon, these berries don't look too delicious, unless you happen to be a bear. Only bears can sense the intoxicating and alluring psychic scents the bushes emit. When the bear nears the bush eager to eat these berries, the berries jump the bear to attach to it. Dozens of these berries, called *bearries*, emit poison that puts the bear in a deep sleep. In its sleep the bear is eaten alive and nothing but the skeleton is left behind.

When the effect of sleep wears down hours later, the bear awakens as an undead bear skeleton (called sometimes *bearletons*). The sleep was so deep that the bear doesn't actually realize it is dead! And it is still hungry. Luckily the bush of bearries is still next to it so it can satisfy its hunger.

Naturally skeletons can't digest any food, so its teeth and bony jaws just crush the bearrie juices which run through its skeletal body on the ground. The undead hunger cannot be satisfied even when the bearleton has munched every single bearrie on the bush. It then continues to stalk the forest as an undead ever-hungry bear skeleton until slain.

Birds pick seeds from the mashed bearrie mess bearleton has munched. The seeds multiply in bird's stomach and in a couple of days the bird explodes spreading the hundreds of seeds and gore to the ground. It only needs few rainfalls and new bearrie bushes begin to grow.

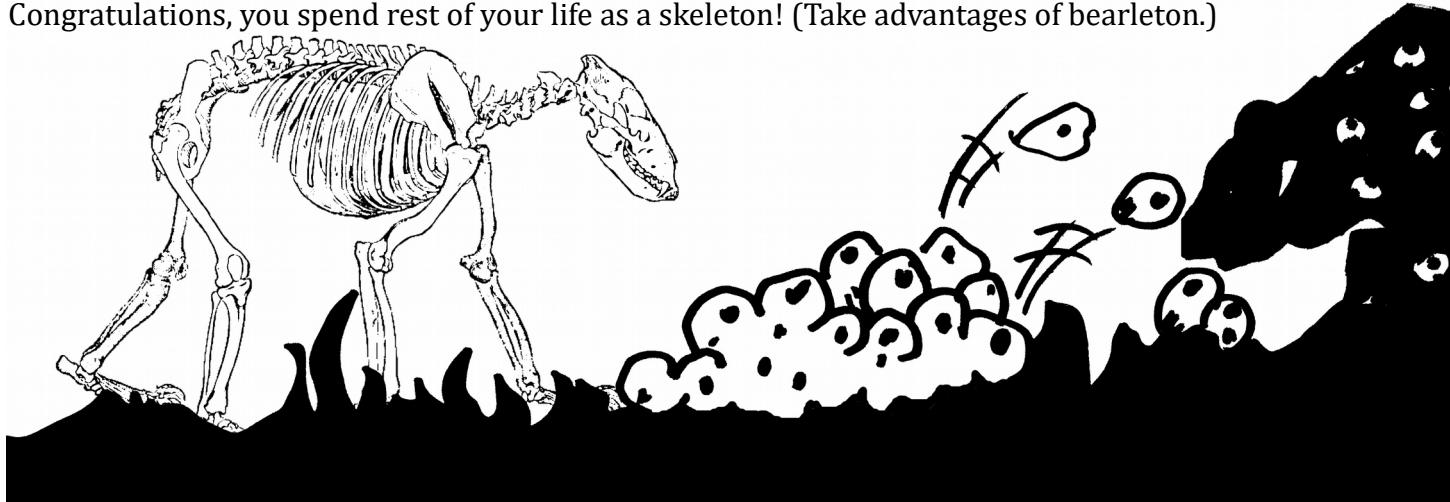
Bearries are harmless to any other species except bears.

BEARLETON STATS

As normal bear, but AC two better because of undead status. Piercing weapons (arrows, spears) do only 1 point of damage. Slashing weapons (swords, axes) half damage and crushing weapons (maces, hammers) normal damage. HD is 3 higher to normal. Bearleton's morale is 12 as it's hunger drives it to extreme acts.

BEARRIES IN GOOD USE

Expert alchemists can extract the psychic scent into a bottle. It is valued amongst the hunters because it attracts bears. Bearrie juice, when correctly prepared, is a very strong sleeping potion. That strong, that a victim must *save* or die in her sleep. If the victim died, she does wake up normally, but doesn't know she is dead! After *CON* amount of days the flesh starts to peel off until only a living skeleton remains. Congratulations, you spend rest of your life as a skeleton! (Take advantages of bearleton.)



BUBGHIA: THE HUNTERS IN FORESTS

Appearing: 4-7 (20-30)

HD: 2 (commoner), 5 (hunter), 7 (shaman)

AC: 7 [12] (unarmored)

Attacks: 1 (melee, ranged, or spell)

DMG: +3 to hit and damage with ranged weapon, unarmored 2d3, grappling 25% better

Save: HD = Thief save level

Morale: 8

Speed: 1/3 faster than unencumbered human

Alignment: Neutral, but good

Immune: Nature based malicious spells

Special: Can cast Cleric spells as a Cleric level 3 – HD, but at least 1st level spells as 1st level Cleric

Bubghia are peace-loving hunters and collectors, who live deep in the forests. They are exceptional hunters and always will find something to eat; berries, mushrooms, grubs, lichen...

They prefer to use ranged weapons like spears and bows, which are always exceptional work (+2 weapons). Their ranged skills have no match, as they get total of +5 to hit with ranged weapons. They are also known for their close combat techniques.

Their body looks like a slim frog standing almost 7 feet high. Their body is brown or gray but in their back grows a green bristle. Their head looks something between a horse and a lizard. Their eyes are black but gentle and intelligent. Their feelers, sprouting from behind their ears, are long and sophisticated.

Their food is delicious and nourishing. Eating a meal of their food will provide 1d3 more HP when resting. Their rations also heal 1 HP when digested.

Weapons and armor made of only the best of the ingredients found in the forest are perfect for bubghia, but a little different for other races, who haven't learned their techniques in early age. Others than bubghia only get +1 from their weapons.

Armors (-2 AC [+2 AC]) give +2 (+10%) to hiding and stealthy actions in forests. The armors are also unencumbering for bubghia and for other races only weight half of leather armor.

Clerical spells they get from their god, Ormarwx, they worship. Ormarwx is told to be stalking the deepest parts of the spirit forests and those who ever see him with their own eyes, will immediately turn into forest spirits themselves. Some seek this, some are afraid of it.

Their language is rich and quite complicated to learn, as they can say everything they need to say during that day in the morning, with only one word. Their feelers do help with it, as they are semi-telepathic and can see enough in the future to know what to say still without a power to interfere it. They are decent in elvish dialects, know some dwarvish but hate common and human languages, thinking them as too simple, and refuse to learn those.

When dying they are very careful to recite the right poems to please Ormarwx, so they can return into the forest as spirits. Some day the spirits will be re-born as new baby-bubghia. If the poems are not spoken or whispered at the doors of death, bubghia believe their soul is lost and they will born as imps instead. The imps that stalk the darkest parts of the forests, where the daylight cannot penetrate through.

If you make a friend of a bubghia, you will have a loyal friend for life. Not only you have a skillful companion, but also insightful company.

CHILD OF THE RAINBOW DUST



Floating dust, like pollen, glittering in all the visible colors of a rainbow. When inhaled, a Save must be rolled. If the Save fails, the victim is allergic to it. Those who are allergic, start to sneeze spontaneously for 2d4 rounds loosing 1d6 points of CON for 1d3 days as a weakening result. In 3 feet radius of the allergic sneezes, subjects must Save or be impregnated by the rainbow dust mixed spray. It is possible for both males and females to be impregnated by this phenomenon. Only humans and demi-humans are known to be affected.

After the allergic reaction is over, there is a 50/50 chance, that the subject will develop a weird symptom. *See the table in the end of this page.*

Those allergic to rainbow dust cannot get pregnant from the allergic sneezes.

The pregnancy only lasts for seven days. After that time, a small rainbow colored humanoid is born through the navel. Because the humanoid is only a size of a thumb, the childbirth is easy and risk-free, merely a little uncomfortable. The little creature lives and acts like a normal newborn, but doesn't

need any care or nurturing to survive. It is completely silent, too. The seventh day from the birth the little baby explodes into rainbow colored glitter what slowly fades away.

The effect of a rainbow dust child, after it bursts into glitter, to its dam is, that the person is not only immune to the allergy in the future (except if the effect *is* permanent allergy), but also from now on s/he will be more resilient to magical effects (magic Save one better than normal, permanently). S/he cannot be impregnated by the rainbow dust ever again, though.

- 1 *Skin tone is now colors of the rainbow (reactions of others might vary).*
- 2 *Permanent allergy to dust. Save or suffer -3 (15%) penalties to all the actions when at dusty or pollenous environments.*
- 3 *Weird visions of rainbow children dancing (1 in 10 change every morning for each day). Either makes senses extremely sharp (+1 or 5% bonuses) or be in a trance that day (Save to make any kind of an action).*
- 4 *Depressed, mourning for a rainbow children s/he can't give birth to anymore.*
- 5 *Understanding of things beyond the rainbow. INT -5, Wis +5.*
- 6 *The allergy made body more resilient. +1 HD worth (not actual HD) of hit-points. Permanent.*

Once per month a Save must be rolled to shrug off the symptom!

THE CHURCH OF STAB

HISTORY

Seven years ago, reverend *Makrus Antalion*, from a common congregation had a revelation from a demon called *Stabomination*. In this vision he saw the true form of the lesser demon; three different daggers conjoined to a single pommel. The demon told him, that for converting new followers, he would be granted great power.

Makrus was not a pious man to begin with, and even though he enjoyed running his flock, he was eager to get more power over common men.

That day *The Church Of Stab* was established.

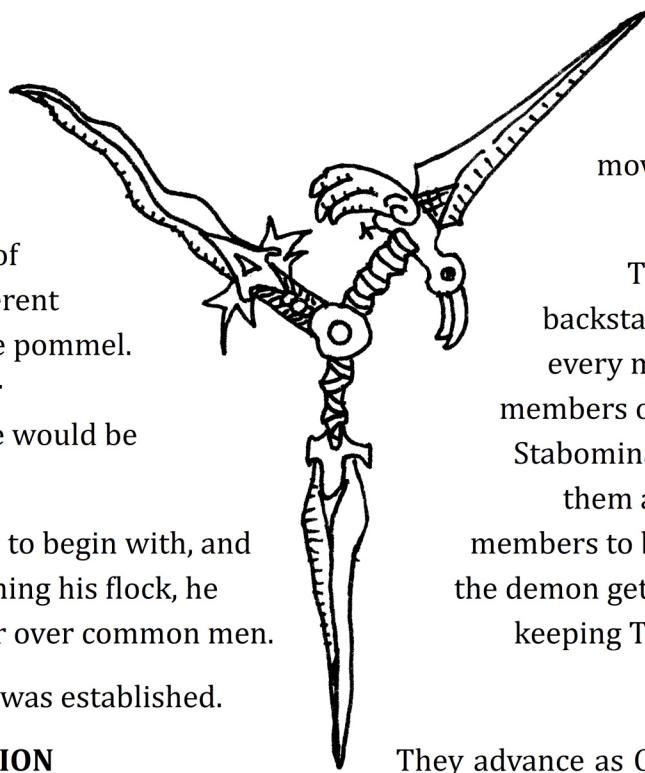
CONVERSION AND INITIATION

Initiates are backstabbed, and if they survive, the mark of the demon is tattooed on their back; the pommel aligned in the middle of the scar.

Many of the initiates never actually gain any ranks, as they are just fuel that keeps demon Stabomination from fading away back into oblivion.

Most devoted of the initiates do gain real power, if Stabomination sees potency in them. These initiates will get a special dagger when they get promoted. These members are called *A Choir*. Using that dagger to stab victims gives Stabomination even more power, as the initiate no more only believes in him, but also practices the demon's will.

Those who are willing to sacrifice everything, including their family and who they love (by backstabbing them) gain a status of *a Dagger* in The Church Of Stab. These people are dangerous, as they start to feel how the power that the demon feeds from belief and practices, leaks back to them.



THE CHOIR

0 level Fighters, wielding a special dagger that gives them first Level Thief skills of moving silently and backstabbing opponents.

The member of The Choir must backstab at least 1HD worth of things every month per year they have been members of The Church. Failing to do so, Stabomination is not pleased and views them as a waste, commanding other members to backstab her. At least that way the demon gets something worth of feeding, keeping The Choir practicing the spirit.

A DAGGER

They advance as Cleric class without powers of prayer or turning undead, and their weapon is restricted to daggers only. Their Saves are one better, though. They also have Thief abilities of backstab and moving silently of the same level they currently are. They can read spells from some Magic-User scrolls with the Referee's discretion.

They must backstab at least their level worth of things every month (minimum of their years of membership), or they must face the same fate as The Choir when failing to do so.

MAKRUS ANTALION

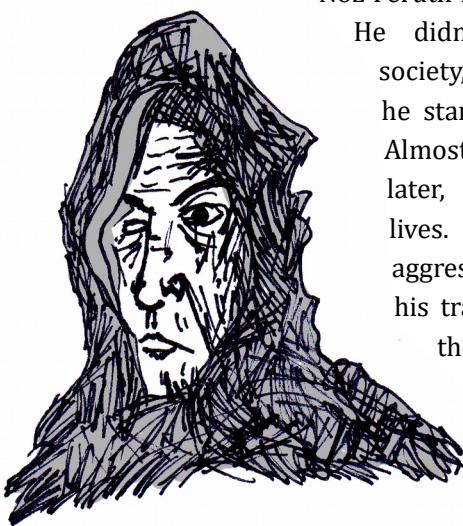
13th level Dagger of The Church Of Stab.

STABOMINATION

Stabomination is not that strong of a demon, and prefers to stay in the background feeding from the actions of the followers Makrus converts.

Referee is encouraged to compare demons in his monster manual to stat Stabomination, if necessary.

DUNGEON BENEATH THE CITY



Noz Feruth is a weird old man. He didn't quite fit the society, so in his early 20s he started to dig a cave. Almost seven decades later, this is where he lives. He isn't an aggressive person, and his traps and rumors of them have kept people away. He knows many secrets, and could make a great ally.

Possible adventure hooks are: **1.** He is sick and his trained rat has delivered a note to one of the exits pleading for help. **2.** Rumors tell of treasures beneath the city guarder by a weirdo (mutant, vampire...). **3.** Entrepreneur(s) have reported of missing goods and items. **4.** Ghastly noises can be heard in few town cellars during the night.

1, The entrance is hidden with bushes. There are warning signs all over the outer wall. During the evenings and nights there is a guard so no one will accidentally venture forth into any trouble.

2, Right passage is a trap. There are spurting shrooms, very hard to spot or identify, growing on the wall. Walk the passage, and they spurt poisonous liquids temporarily blinding and making ill, if save is failed. One of the few relieving things is fresh air outside.

3, Left passage is a trap. In an archway there is an old gelatinous cube lurking. It is too old to chase anyone, but it will block the way.

4, Secret wall of illusion. If you know the wall is an illusion, you can walk through it. Otherwise you'll just bonk your head against it. Powered by a crystal buried under the soil to the right side at the impasse.

5, Passage to the right holds a fake monster made of hay and scrap material. Cleverly arranged fishing lines make it move and look aggressive. On the ceiling, well hidden in an alcove behind the monster is a hatch leading into the cellar of a tavern.

6, Other way around, but also trapped. Pressure plate triggers 10 poisoned darts (1 dmg) with sleeping mixture. Before falling to sleep, victim has terrible hallucinations.

7, Storage of all kinds of goods in shelves, barrels, chests, everywhere. This section is deeper underground mined in solid rock keeping goods fresher for a longer period. On the ceiling there is a trapdoor into marketplace's well.

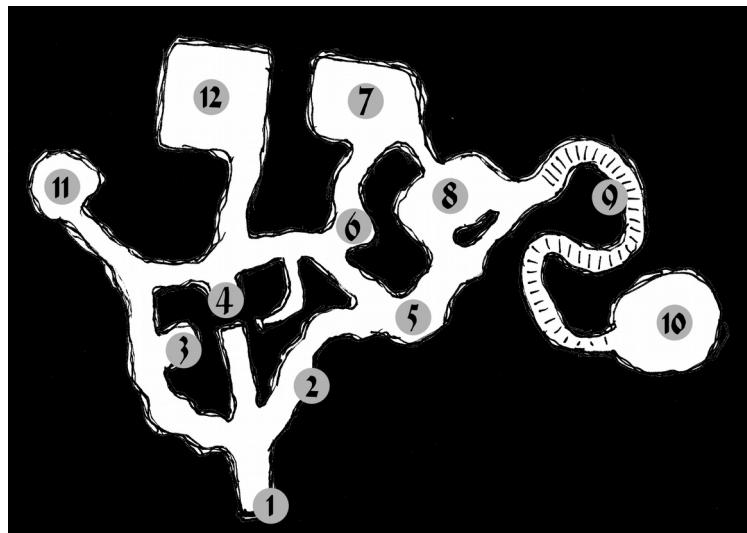
8, Junction, with a hole down to area 10. There is a winch with a water bucket. A small person can fit down. There are seven torches lit in this area.

9, Staircase down. The narrow and dangerous stairs curl down to area 10, right beneath area 8. A trained giant spider is lurking on the ceiling. It is quite harmless and lazy, as Noz is feeding it. It flees before fights, after intimidating and shooting slowing webs.

10, Underwater reservoir of fresh water. A bucket from area 8 can be lowered here to easily collect water. The source leads outside, if you can hold your breath underwater for 25 minutes. It leads just outside of the town, near the barracks and stables.

11, Dead end with two hatches. Crawling few hundred feet from both leads you into the bakery and butcher's shop. There are hooks and ropes attached to winches to ease loot transportation.

12, Master bedroom and treasury. This is where Noz lives. His room is quite comfortable with books, journals, and items he's collected over the years. If you are a thief, this is it!



ENCOUNTERS IN SNOWY LOCATIONS

1. A village of snowmen. Dreams and hopes of children create the village of snowmen each year when the first snow lands. Every summer they melt and are banished. They are magical, thus immune to normal attacks. Only exception is fire what deals double damage to them. They are neutral in nature, towards good intends.

2. A traders caravan of Snow Elves. They are on a pilgrimage to the sacred land of snowy forests and frosty lakes. They have many magical items to trade and sell.

3. Wolves of Tuisku. Tuisku's, the God of angry winter draught's, vanguard. When you encounter the wolves, Tuisku is near.

HD: 14, AC: 0 [19], Attacks: Cold bite, Damage: 3d6 + Special, Alignment: Chaotic Good

Special: Save versus cold or turn into a wolf of Tuisku.

4. Heavy snow. You can only travel half the distance you normally could. After six hours of heavy snowing short-legged can only travel one fourth of their normal distance. Clothes easily get wet and heavy, if not slick material or constantly shaken, +15% encumbrance. It is also hard to navigate, so it's twice as easy to get lost. Heavy snow lasts for 1d8 days.

5. Hidden lake. The opening is a lake, and the snow covered ice could be thin and dangerous. Some crackles should warn the travelers, but usually it's too late then. You have to hurry! Every round you must roll under your DEX to avoid the cold water below. You need to run for 1-6 rounds, depending how far the solid ground is. You also get -1 DEX penalty every round you escape the breaking ice. Also common sense for penalties are recommended. Heavier encumbered characters should have immediate DEX penalties. For heavy items like carts it's just luck do they survive! They need twice the rounds to get to safe, and start from 30% (or lower if you are merciful) chance to drown adding 10% per round. Use the drowning rules for those who need to breath, but remember, the water is extremely cold so penalties and HP loss should be logical every round one is afloat.

6. Starless night. Humidity is high, so the air is all gray. There are no stars to navigate. In the daytime even the exact location of sun and other planets is hard to determine. Starless night lasts for 1d3 days.

7. Lost child. She has no idea where she is or where she is from. Strange enough, there are no footprints to give any hint of the direction she's gotten in this location. She has an amulet under the heavy and well-fitting winter garment.

8. Snow blindness. This curse is caused by exposure of intense sunlight reflecting from the snow when all three suns are on the same alignment. The symptoms are blurring of vision and pain. All perception related tasks are 75% harder than normally, and pain causes the victim to loose 1 HP per day, but no more then 1 HP left. When the curse is removed, healing is fast and happens in 1-3 days.

9. Endless snowfield. In few locations, there are endless snowfields. If you round them, the travel time and distance are normal. But if you go through them, exactly in the middle, where you can only see snow in every direction and nothing else, time and distance become endless. You can walk forward for years and never exit the snowfield. Or you can follow your footsteps back for centuries and still be in this white oblivion. Usually most common travel routes near endless snowfields are marked with monoliths bearing with certain symbols.

10. Ice caves. A complex of ice caves, holding all kinds of treasures, wonders, and monsters. Now it is time to pull out one map and dungeon adventure from your organizer and let the players explore! You can use *any* dungeon module, official or found at someone's blog. Just re-dress everything with snowy and icy winter theme on the go!

11. Frost goblins. They are skinny, ugly, twisted, sneaky. Backstabber, thieves, liars, dad kind. Their magic is cool and curses cold. Encounter one, and your party can kill it if it is lucky. Encounter a flock, and you are screwed!

12. Bottomless well of Yule. Throw the enchanted bucket in, make a wish, reel the bucked back and get what you wished for! Except before the wish comes true you must throw someone down the well. If you listen very closely, you can hear the screams of trapped souls in the empty nothingness crafting the gifts wished.

13. The big white moose. King of the Winterforest. White Magician. Executioner of Goblin-kin. Enemy of The Krait, the eastern Snake God of Sun. Master of Unimooses. The White Father big white moose has many names.

EPIC MËTAL AWESOME WEAPONS

Why doesn't any OSR weapon in the lists deal D20 damage?

Because those weapons are not GREAT!

How can you get an Epic, MËTAL, or Awesome weapon?

Find one, or create one.

1 EPIC, MËTAL, OR AWESOME

If you are more orthodox, your weapon should be EPIC.
If you like to rock and be crazy, your weapon should be MËTAL.
If you like weird and gonzo, your weapon is AWESOME.

*"Take My EPIC Maul
upp yer butt, FIEND!"*

Every 1,000 exp earned using this weapon to kill monsters gives you:

EPIC: one Attr. mod. 1 better
MËTAL: Reaction rolls 1 better
AWESOME: Saves 1 better

Up to maximum of 1/5 level

4 ENHANCE

So much effort, this weapon likes you!

*"Should the effect happen always? NO!
This ain't magic-boom-stick! Results
15-20 to-hit-roll trigger special."*

1. Burst lazors (1d6 dmg) to (1d4) nearest targets.
2. Decapitate one head if monster fails SAVE.
3. Turn monster into stone (as spell).
4. Attack again.
5. Quad-fucking-ruple damage!
6. Your weapon's hitting end is six vipers. POISON!
7. It taunts enemies with evil voice. Morale penalty 2.
8. Cuts flesh like some kind of rotating saw blade with chains, or something. Monnster -1HD.
9. Hit's through armor. No AC advantage for targets.
10. You never, ever can drop it if you don't want to.
11. Sings lullabies and you are fully rest after 4 hrs!
12. Looks absolutely amazing! Your CHA +3 wielding it.
13. It has one spell memorized FROM ANY LEVEL.
14. Knock knock? No doors or locks are unbreakable.
15. SKULLZKRUSHER! Deathblow always crushes skull.
16. Homing strikes - no penalty in darkness.
17. It can turn undead like Cleric of 2 levels lower than you. IF you are a Cleric, turn undies as 2 levels higher, yo!
18. Torture the survivors, who suffer 1 dmg every day the rest of their lives.
19. Can be divided into 2 individual weapons both dealing 1D10 damage. 2 attacks, -4 to-hit with offhand.
20. *Best effects are those you invent yourself. It's yours!*

2 TYPES

Slashing, piercing,
stabbing, smashing...

Any kind of a weapon can be ONE. There are no restrictions to that. You should think to yourself:

*IS this TYPE
of WEAPON
EPIC / MËTAL / AWESOME
in MY opinion?*

5 NAMING IT

Name is important.

It should be EPIC, MËTAL, or AWESOME. Like naming a pet. But more ridiculously crazy or gonzo.

With style. That's how you slay!

3 CREATE

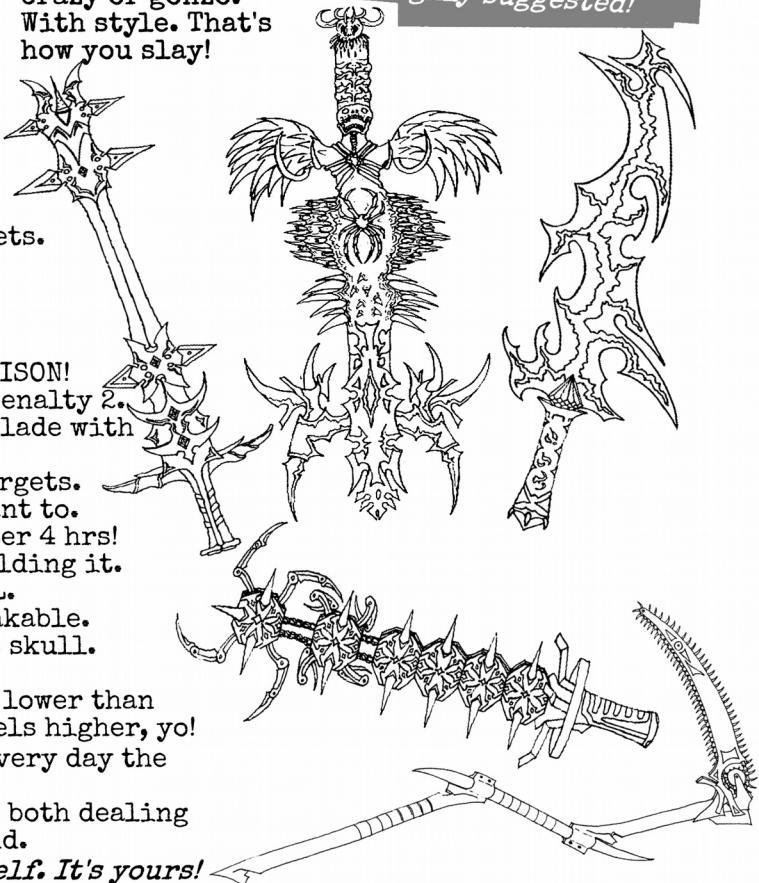
If you happened to find one, good for you! But it is someone else's, not yours really. Only way to get a trve kvlt EPIC / MËTAL / AWESOME weapon is to create one yourself!

THIS IS HOW...

You know that the weapon is made for you if you use it to gain killing exp for two whole levels. Starting training early is easier... Then you must kill

a monster 2HD higher than you. To prove the weapon and yourself that this weapon is E-M-A!

*Awesome rituals optional,
but highly suggested!*



EYES FROM THE HIDDEN MOON

#Appearing: 3d4+3

HD: 2+3

AC: 6 [13]

Attacks: 2 (Elecstaff and special)

DMG: Elecstaff: Shoots a ray of lightning, dealing 2d6 damage. Save to halve. 50% chance to jump to nearest enemy, 25% from next, 10 %from the last.

Can also be used as a melee weapon, dealing 1d8+1 dmg. Save versus paralyze for 1d3 rounds.

Save: F3

Morale: 10 (12 if more than 10 Eyes present.)

Speed: As unencumbered normal human.

Alignment: Lawful (alien)

Immune: Electricity in any form, mind affecting spells and effects.

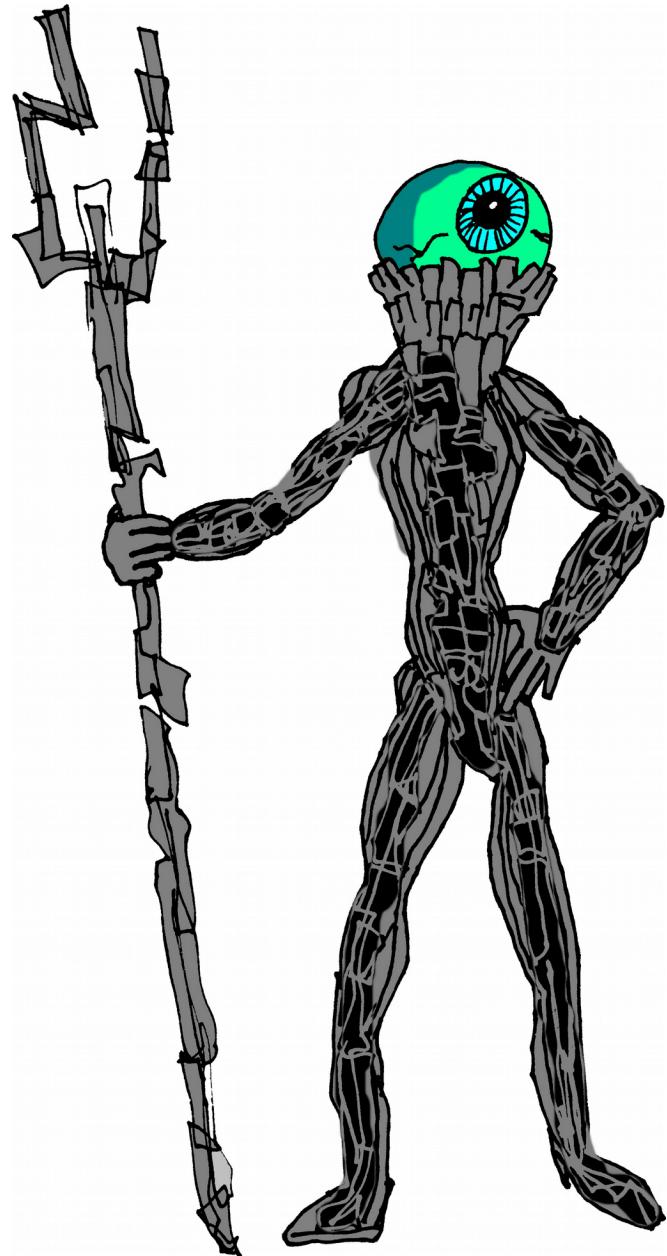
Special: The Eye can use any of the following powers once per round in addition to Elecstaff attack (choose, or randomize with 1d4):

1. Regenerate: Restores 1d8 HP immediately.
2. Charm person: Save versus charming. Charm lasts for 2d3 rounds and the victim is completely under The Eye's will. The Eye can posses three victims simultaneously.
3. Energy shield: The shield either nullifies all physical OR all magical attacks. Duration: 1 round.
4. Devastating ray: Victim must save or lose HP equal of one of his Hit Dice.

If The Eye is defeated: The eyeball detaches itself from the armor and floats. The detached Eye can still use its special powers as normal.

Stat changes for the detached Eye:

HD: 1, AC: 5, Movement: Normal human halved.



From *The Hidden Moon*, only known by the most powerful seers, these creatures enter the Realm with their oily, silent vessels. They stand tall, with one big eye staring attentively. Their exoskeleton armor is tough, agile, and rubbery.

They venture the space seeking slaves to do hard labor in their home moon. To serve, to worship, and to mine valuable ores. The Overeye has power over every captive creature on the surface of the moon. Death, as we understand it, is unknown for them.

LIONESS OF THE NORTH

Lioness of the North can be used as a NPC, pre-made character, or information for a new character class. When used as a NPC, decide the level of the character in advance. Lionesses usually are females of the northern barbaric tribes.

CLASS INFORMATION

HD: 1d6

Primary Attributes: DEX 11+, CHA 11+

Armor/Shield permitted: Armor up to *Chain*, no shield.

Weapons permitted: Lioness are trained to be proficient with axes and spears. They do know how to use other weapons, too, but cannot use their special abilities doing so. Daggers and knives are more a tool than a weapon to them.

Alignment: Neutral, but lawful.

Save: As Fighters

Level advancement: As Fighters, except get +1 to HP with no new HD two levels earlier.

Special powers: They can use their powers as often as they want to, if they success a CHA roll (1d20 under) every attempted time. If not, the Lion Spirit doesn't contact her until combined rest time of 16 hours + hours equal the power's level attempted to be evoked.

BACKGROUND

For women of northern barbarian tribes, the spirit of the lion is strong as the spirits of wolves and bears are favored by men. The woman warriors go through an initiate rite to evoke the Lion Spirit, to protect their tribe as strong warriors.

It might sound weird that an animal spirit of south has ventured into the realms of snow, ice, and mountains. But the northern women are strong in spirit, thus the mighty Lion Spirit has found worthy warriors there to give its aid.

The Lioness are not only fierce warriors, killers, and protectors, but also kind and nurturing characters. They are highly valued members of their tribe, even above their male counterparts!



SPECIAL POWERS

The power's level not only indicates in what level Lioness learns it, but also half of the level (round down) is the penalty to the CHA roll.

Level 1, Spirit Proficiency: The Lion Spirit gives its combat powers to aid her. Treat axes and spears as +1 weapons for the rest of the combat (additional +1 for every 5 levels starting from third).

Level 3, Protect: Lion Spirit is keen to protect weaker in battle, as it sees them as cubs. When this power is evoked, all 3 or more levels lower allies around the Lioness in 20 ft. radius gain +1 to AC and saves for as many rounds as Lioness' level is.

Level 5, Huntress: Evoking the Spirit, if the cover she stands in is at least waist-deep, she can blend in and automatically surprise her opponent, without a surprise roll.

Level 7, Mighty Roar: The fierce Lion Spirit channels through Lioness scaring her opponents making them flee in terror. As much as CHA check successes, HD's of opponents flee two rounds (with a roll result 5 against CHA 13, total of 8 HD worth of opponents will flee).

Level 9, The Great Spirit: The Lion's spirit is strong, resilient, and fearless. +2 to STR, CON, and saves against mind effects. Duration: level / 3 rounds (round down).

MONSTER SKELETON CREATOR

MONSTER SKELETON CREATOR

OSR
DIY

1.

HEADS:
 $1 + 1D3 = 2-4$

2.

EYEBALLS

AND -SOCKETS:

1. Empty filled with darkness
2. Poisonous slithering snakes
3. Hellfire
4. Mad eyeballs
5. Orbs that shoot lazer
6. Valuable gems
7. Flesh eating maggots
8. +1 daggers

3. SPINE:

1. Normal and bony
2. Extremely lithe
3. Doze
4. Adamantium

4. # ARMS:

$$1 + 1D6 = 2-7$$

5. INDIVIDUAL ARMS:

1. Ordinary humanoid
2. Deadly hooks
3. Detachable hands
4. Super strength
5. Carries a weapon (random)
6. Carries a shield
7. Sharp, long, poisonous fingers
8. Co-jointed, roll for both.



6. RIB CAGE:

1. Enforced
2. Oily and highly flammable and explosive
3. Contains evil spirits
4. Fragile, every hit taken launches razor-sharp shrapnel
5. Regenerating
6. Invisible
7. Magnetic
8. Anti-magic force

7. LEGS:

$1D6 - 1 = 0-5$

1. Humanoid legs
2. Animal legs
3. No legs, snake lower body
4. No legs, floating

8. SPECIAL POWERS:

$$\# D3 - 1 = 0-2$$

1. Immune to spells
2. Spell-caster (M-U lvl 1D6)
3. Level drainer
4. Indestructible by normal means
5. Intelligent, can speak
6. Alien bones
7. Child skeleton
8. Regenerating/self-repairing
9. Ancient
10. Horrible

MONSTER SKELETON CREATOR

BASIC INFORMATION

Monster skeletons have default stats from the game of your choice to begin with. You might want to make them tougher by increasing their HD to make them a challenge for higher level character party. You might also want to make their HD really high to create one unique, boss-type monster skeleton. Be creative with details. Below are some examples, how the details could affect the monster skeleton's powers.

1. NUMBER OF HEADS

These are monsters, so they have at least two heads. Each of the heads have different eyeballs/eyesockets.

2. EYEBALLS AND SOCKETS

1. *Empty filled with darkness*: their stare might cause fear (save or flee) or paralyze.
2. *Poisonous slithering snakes*: Poison, as in the rules. The snakes have 25% chance to bite in melee, or the skeleton might throw them at their opponents. The snakes could also move on their own leaving the skull.
3. *Hellfire*: All kinds of pyrokinetic powers are possible. They most probably are also immune to fire.
4. *Mad eyeballs*: Different mind targeting spell like powers.
5. *Orbs that shoot laser*: 2d4 damage, ignores AC.
6. *Valuable gems*: Depending on your player's levels value varies. 500 gp per eyeball at least. Might be extra valuable as magic components.
7. *Flesh eating maggots*: Hit the skeleton and these nasties burst out of their skull! They slowly eat victims, 1 HP (or more) per round, unless gotten rid of.
8. *+1 daggers*: Weapons stick out of their eyesockets. They can throw them shaking their head, or might give a very sharp headbutt.

3. SPINE

1. *Normal and bony*: Nothing special. Except they might be able to rearrange themselves.
2. *Extremely lithe*: They can fit in impossible spaces and bend in impossible postures. AC +2.

3. *Ooze*: Their spine is soft and slimy, probably acidic or otherwise harmful. They are also immune to acid.

4. *Adamantium*: Extra durable frame. AC +1 and HD value is +3.

7. *Magnetic*: It is easier to hit the skeleton (+1 attack to opponents with metal weapons), but it is also easier to loose the weapon (natural roll 1-3).

8. *Anti-magic force*: Immune to spells. Clerical spells work though.

4. NUMBER OF ARMS

They have 2-7 arms, each arm has individual characteristics. They have one extra action per round for every arms after two.

5. INDIVIDUAL ARMS

1. *Ordinary humanoid*: Normal humanoid arms, capable of manipulating objects. Unarmed damage d4.
2. *Deadly hooks*: 2d4+2 damage, also get a +2 bonus to grapple.
3. *Detachable hands*: They can shoot them (1d4 damage, can grapple), or can crawl and manipulate objects.
4. *Super strength*: Strength of that arm 18, damage and to-hit bonuses according that.
5. *Carries a weapon*: One-handed weapon, if two hands carry a weapon, then a two-handed one.
6. *Carries a shield*: Self-explaining.
7. *Sharp, long, poisonous fingers*: Damage 1d6 plus poison.
8. *Co-joined, roll for both*: This arm actually has two joined together, both fully functional. Roll qualities for both arms.

6. RIB CAGE

1. *Enforced*: +1 AC and +1 hp per HD.
2. *Oily and highly flammable*: Fire based attacks will make the skeleton explode in 100 ft. radius. Damage is it's current HP multiplied by 1d6.
3. *Contains evil spirits*: A random spirit is within the skeleton. It will protect the skeleton and attack its opponents.
4. *Fragile, every hit taken launches razor-sharp shrapnel*: Everyone in melee range, when the skeleton is hit, must save or take 1d4 damage (1d2 if wearing plate or tougher).
5. *Regenerating*: Every round gains 1d6 HP back.
6. *Invisible*: Almost half of the skeleton is invisible, so it looks like heads, hands, and legs are wildly flying on the air. Targeting body parts is harder.

7. LEGS

They have 0 (movement halved, needs at least one hand to advance) to five legs (movement +10 per extra leg after two).

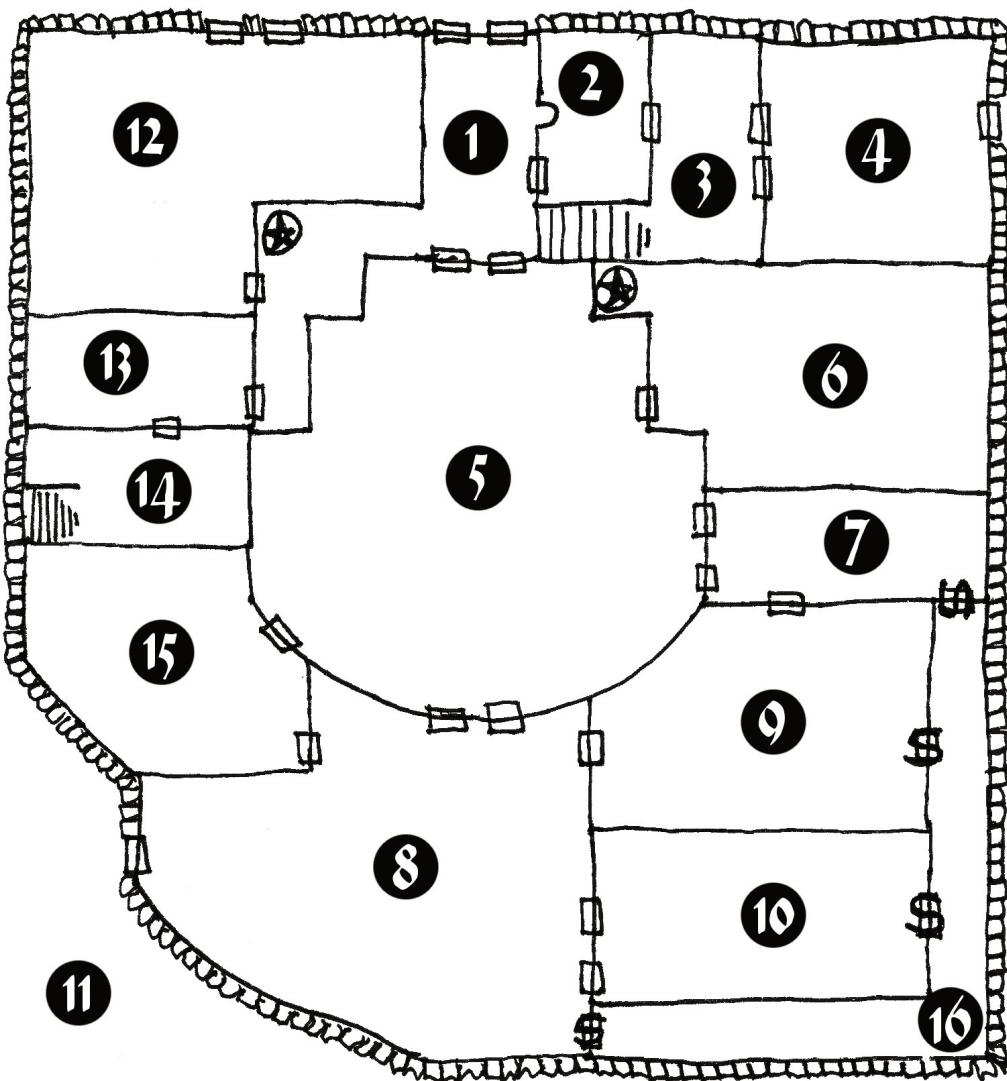
1. *Humanoid legs*: Can advance like a human(oid).
2. *Animal legs*: Depending on what kind of animal legs it has might be better at steep surfaces, or movement speed is 20 better etc. Might even be able to walk on the ceiling!
3. *No legs, snake lower body*: Cannot fall down, or be pushed around.
4. *No legs, floating*: Movement speed is halved, but can move more freely around.

8. SPECIAL POWERS

Each monster skeleton has none to two special powers.

1. *Immune to spells*: Immune to Magic-User or Clerical. Or even both.
2. *Spell caster*: Has half the spells Magic-User of 1d6 levels can cast.
3. *Level drainer*: As in rules.
4. *Indestructible by normal means*: What are normal means? Hitting it and casting lightning bolts? Try something else, like crushing it with a huge rock or kicking down the bottomless pit.
5. *Intelligent, can speak*: Intelligent skeleton monsters have their own agendas. Their alignment is not necessarily evil.
6. *Alien bones*: Anything is possible with these guys. Are they cyborgs, is their bone structure different?
7. *Child skeleton*: AC +1 but maximum HP is half of the HD. And they are creepy.
8. *Regenerating/self-repairing*: You cannot destroy these, unless you really, really destroy the remaining bones after defeating it.
9. *Ancient*: Extremely powerful. Everything is turned up to 11.
10. *Horrible*: Save versus fear, disgust, nausea, nightmares...

THE MUSEUM OF ARTIFACTS



The Museum Of Artifacts is located in a medium sized town. It is almost impossible to find, if you don't know where you are looking for. With special customers, they are willing to trade items to keep their exhibition fresh. They also hire adventurers and explorers to retrieve and salvage artifacts. The museum is open only in nighttime.

1. Entrance and main hall

On the right wall there's a window to the office (2). Behind the cash register sits tight a frog-man Albertus Mucculus, wearing fancy clothes, a monocle, and powdered wig. Entrance fee is two gold coins and five silver coins. The door to the office is locked and Albertus has the key.

Albertus Mucculus, HD 1+1, AC: 10, #Att: 1 (letter opener), Dmg: 1d4, Save: F1, Morale: 5, Alignment: Good

On the south wall, opposite the security doors, is a heavy wooden double door. The doors are carved with two rough faces, who stare at each other. Each face's eye is a diamond worth of 1,000 gp.

Above the door is a sign reading: *"Thieves will suffer the consequences of otherworldly punishment".*

If anyone tries to steal these diamonds, from the statue to the left a spirit emerges to attack the thief (use *Wraith* stats).

Door to the kitchen (13) is locked.

2. Office

Different papers on the desk; item descriptions, tax information, invoices, bills, and poetry. A painting of Albertus Mucculus on the wall, worth 150 gp.

3. Hallway to basement

The stairs lead down to the basement, where older artifacts are stored. The items in the basement are not interesting enough anymore to be featured, nor have trading interest. Door to the right is magically sealed.

4. Main storage

All the doors into this area are magically sealed. The storage is full of wooden boxes of artifacts. Some catalogued, some boxes unopened. From here items are moved into basement storage, into exhibition or traded for new items. Dwarf Hubrett Stoneknuckle is responsible for the storage.

THE MUSEUM OF ARTIFACTS

Hubrett Stoneknuckle, HD 5, AC: 12 (leather), #Att: 1 (weapon), Dmg: 1d8, Save: D5, Morale: 10, Alignment: Good, Special: Wears a medallion of protection against curses.

5. Main hall

All the doors in this area are open and only locked during daytime. In the middle of the room is a big life size statue of a titan. The statue head is worth 30,000 gp but is basically impossible to move. The whole building was originally built around it.

6. Statue room

There are statues of different sizes, many of them classical in nature. Biggest are human-size, smallest size of a thumb. Statue values range from 15 gp to 1,500 gp. Few of the statues are cursed, some have magical properties. In the northwest corner there is a monstrous statue, what actually is a golem (use *Golem* stats of your choice). If anyone touches any of the statues, the golem will defend it.

Above the room entrance is a sign: *"One statue protects them all."*

7. Rest area

Armchairs and divans for visitors to rest their legs. Incense is soothing (regain 1 HP per hour resting). The secret door to the south is hidden behind a huge and heavy wall hanging.

8. Paintings

All kinds of paintings, big and small, which are portals to another worlds. If the right words encrypted into a painting are spoken and the painting is touched, a teleportation to that location happens. Paintings are worth 500 to 15,000 gp. Secret door is behind a huge painting.

9. Monster taxidermy

All kinds of monsters mounted on the wall or arranged on the floor. This room is locked with magical sealing every day as they come alive when the sun is up. The

value depends on who you ask. The secret door is behind a huge tentacled monster.

10. Exotic artifacts from pagan realms

Weird weapons, armor, equipment, fetishes, masks... these items contain powers only pagan savages can ever understand. Sure if you touch one of these items, you will be cursed. The secret door is behind the wall paneling.

11. Backyard

Thrice locked and twice magically sealed door leads to the backyard. There's lots of trash from every nearby building.

12. Restaurant "Marble Wine"

A decent restaurant what operates night and day. Daytime the door into the museum is locked.

13. Supervisor's office

No one has ever seen him. He monitors the museum through a scrying ball. Door into his quarters is magically sealed. Supervisor will see if someone tries to steal anything or otherwise misbehaves. He is a vampire (use *Vampire* stats, but he is good in alignment).

14. Supervisor's backroom

An office and small library and a magic study. Stairs down lead into his underground lair from where he exits the building through secret passages and spends his days sleeping in death.

15. Crystals

Different kinds of crystals and stones. Some from deepest caverns, some from the moons, some from beyond the stars. Some made of elven tears, some of monster hearts. Many have weird powers. Values range a lot.

16. Secret corridor

For emergencies. If something bad happens, there is a chance to escape it. In the corner (under the "16") there is a passage down to tunnels and out of the city.

NIGHT LEECHES

Creature stats and information

No. Appearing: 3d6 (millions in lair)

HD: 4+2

AC: 0 [19*]

#Attacks: *special*

Damage: *special*

Save: F5

Alignment: Alien

Move: $\frac{1}{4}$ normal human, floating

**They have a high AC as they easily slip past the attack because of their rubbery form and floating movement. They are from another dimension, so no magical attacks (weapon or spells) can harm them.*

Special attack: Night leeches attach themselves on unaware sleeping victims (no save) and start to drain their mind. Every half hour of feeding reduces Wisdom by one point. Even though there might be several of these attached on one victim (2-4) they only drain total of 3 Wis points.

The drained Wis points recover in a rate of one per week.

Appearance

One to one-and-a-half foot long, almost as thick as long, bean or sausage looking black rubbery creatures without any distinct features they float on the air like they were floating under water. Even though they attach to their victims to feed they don't have any visible mouth or other physical features for feeding.

Manifestation

You could say these creatures are shy as they only manifest when no one is seeing them and they "feel" that no one is about to see them anytime soon. That is why they attack sleeping victims in remote locations – adventurers are perfect for that!

They usually use smoke from campfire or embers as their portal from their realm to this realm. When they are spotted, every 1d6 round(s) one crawls back to it's own dimension.

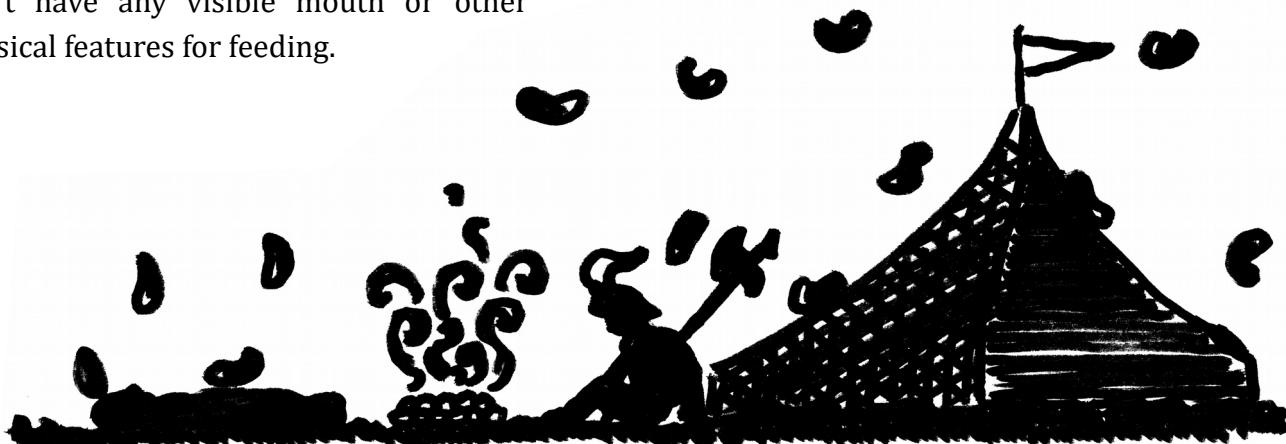
Where they live

In their dimension, there is nothing but millions of Night Leeches floating. Air is like water where they float, only as thin as ordinary air. No up or down, no ground or sky. No landmarks. Everything is just light blue nothing. There are no visible light sources, but it never gets dark either.

Society

Their society is too alien to understand, and even if someone heard their telepathic messages via magic or other means, their reasoning and discussions are too alien to comprehend.

They do have a ritual, where every Night Leech starts to wiggle at once engaging in a weird dance. That is the only hint about their life and society.



THE RHEUM IN THE FIELDS

Before the mammals started to roam the lands and the civilization was found, this entity came from beyond the stars. As life on the planet was mere unicellular blobs, that was the form it took. But as it had already traveled from far away, it was more advanced. Quicker than any other life form, it started to evolve.

As the life started to form on the planet, The Rheum just continued to divide. It did develop different qualities, but its basic form stayed simple. It became a monster, an abomination. Until these days, the pool of phlegm it is, finds comfort in the cave it first landed, sleeping. And then it woke up.

A small tremor in abandoned overgrown fields made it aware of its surroundings again. Sensing, that the world is different now, it is curious again. It stopped evolving at some point, now hungry to continue where it left.

Appendices of The Rheum In The Fields can be encountered in *the abandoned fields* (number appearing: 2d3).. From the ground, the tentacle-like phlegm appendices shoot directly to the faces of its victims (Save to avoid), quickly burrowing through nostrils and the mouth. Inside the body it pulsates and spreading and finally seizing the victim's brains (1d4+2 rounds). Connected to it's core mass deep underground, the phlegm sucks DNA, genes and memories of the victim to continue the primordial and alien horrible evolution.

THE PHLEGM APPENDIX

HD: 3 (15 HP) / AC: 2 [17] / #Attacks: 1 suck / Damage: special (see above, description) / Save: F10 / Alignment: Chaos

Every round after infiltrating the victim's brains, it either sucks DNA (-1 to random Attribute), genes (victim slowly starts to "melt" into a featureless androgyn in CON/3 sucks), or memories (one random memorized spell, skill, knowledge, trait, personality, etc. in Referee's decision, is lost). After 10 individual "sucks", the victim is dead. In addition each individual suck deals 1d6 damage due to extreme pain. The pain cannot kill the victim, so the damage cannot go beyond 1 points of HP.

The sucking appendix can be cut in half (7 points of damage with an individual attack) or destroyed (at 0 HP) to release the victim. The victim has to spend 1d3 rounds clearing his respiratory tract to be fully functional again. All damage from losing DNA, genes or memories is permanent.

Only sharp objects and spells work against this rubbery substance.

The Rheum

HD: 25 / AC: 5 [14] / #Attacks: 10-60 phlegm appendices / Damage: as appendices / Save: MU20 / Alignment: Chaotic

Immune to fire, acid, and other hazardous environments or attack types. Half damage from ordinary weapons

The Rheum itself is 3000 feet underground, in a cave just above lava streams. No tunnels lead there, except those which the Phlegm Appendices have dug penetrating the surface. Those are too small to crawl.

Every 300 feet underground add 1d3 to determine how many phlegm appendices might attack the delvers. The Rheum can sprout up to 100 Phlegm appendices per day, making it extremely vicious and hard to approach. If found, it appears to be a huge protoplasmic mass, as huge as a castle. It's intentions and communication are incomprehensible for modern races, unless means of sorcery or science are used. Still, it's deepest thoughts are too alien, primitive, and advanced in the same time to make any sense.

SEA WIZARD'S CORAL TOWER

Hidden deep inside a coral reef, is a Sea Wizard's spells-shrunken tower. Everything inside the tower is shrunken, too. Magical force field protects it from external threats. To enter it, one must know the magic word, "shublughablagh".

Inside the tower the water is clear, and breathable. It feels nasty when the water enters lungs, so a successful Save must be made, or the character starts to drown.

The doors are made of coral, and when touched, open wide to let characters pass.

1. The entrance. On top of the Coral Tower, when a magic word is burbled, the coral roof opens and the magical force field lets one enter. There are two giant intelligent guardian crabs (HD 5, AC 6 [13], two attacks, dmg 1d8), who are able to cast spells as 2nd level Magic-Users.

2. Vestibule. Inside a closet, rubbery fish-skin robes hang. They are comfortable and the skin doesn't wrinkle when underwater for a longer period of time.

3. Hallway of flow. The tide is gentle and changes direction depending on in what direction characters move for easy and quick transportation inside the tower. If multiple directions are attempted to travel once by several characters, the tide goes haywire and might hurt characters bashing them on the walls (DEX check to avoid 1d4 damage).

4. Chamber of arts. Several paintings are hanged on the wall. They picture all the Sea Wizard's oceanic adventures.

5. Hallway of flow. As 3.

6. Junction. You must know when to turn and react fast to access room 7, otherwise you end up thrusted to the sharp coral spikes in the end (2d4+1 damage, poisonous, Save or paralyzed for 1d3+1 hours).

7. Chamber of dreams. Seashells sing and clams clatter in soothing melodies. This is where Sea Wizard relaxes. Room works as Sleep spell cast by 3rd level Magic-User.

8. Room of mirrors. Dozens of mirrors cover the walls. Each mirror shows different landscapes. These are portals to different realms. You can't enter, only observe.

9. Library. Every magic tome and scroll is processed so they last underwater. Once taken up to surface, they rot immediately. Behind the secret door there are two spell

books made of seaweed. They can be brought up, but they dry and crumple after two days.

10. Study and laboratory. All kinds of equipments doing something. An intelligent puffer fish called Marvin (HD 2, AC 9 [10], 1d6 damage, save versus death) is maintaining the research operations.

11. Hallway to main chambers. Four swordfish guards (HD 7, AC 3 [10], damage 2d6+1) don't let anyone pass.

12. Master bedroom. Filled with beautiful items and valuable treasures.

13. Master study. These books are not magical in nature, but all kinds of encyclopedias and belles-lettres' can be found.

14. Main chamber. This is where Sea Wizard hosts his quests. Quests don't have bedrooms, as Sea Wizard prefers them not to stay overnight.

15. Kitchen. Codfishes cook the food (HD 1, AC 9[10], 1d4 damage). They are master chefs. Behind the secret door most delicious caviar, rum, and other delicacies are kept.

16. Storages. These storages hold all kinds of items and equipment. Random treasure tables are handy to determine what kind of stuff can be found inside.

Magical items and other treasures

You might want to roll random tables of the game you run to determine some of the treasures found within the Sea Wizard's Coral Tower, but here is a list of most significant items that can be found inside.

Wand of water control. This wand controls water, making it possible to make tides carry you around.

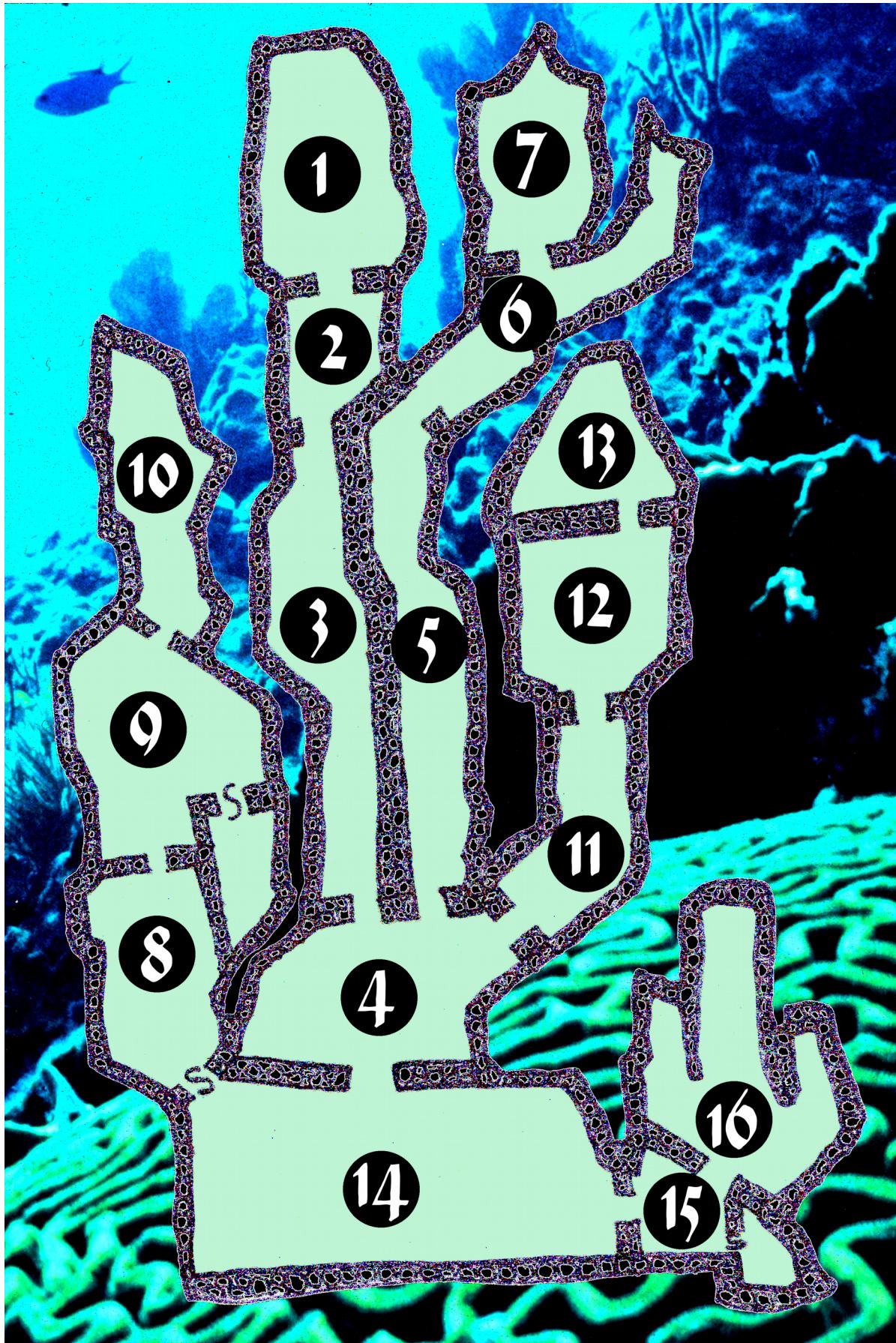
Collar of intelligence. Each intelligent sealife within the tower wears one. There are several of these in the master study (13).

Coral sword. This sword is powerful against sealife (+3).

Water breathing glasses. These eyeglasses let wearer to breath underwater. Sea Wizard gives these for his guests.

Gloves of sealife control. When touching sealife, these gloves can command them. Orders must be simple, and they last for a day or until the (reasonable) command is fulfilled.

SEA WIZARD'S CORAL TOWER



SIMPLE ADVENTURE GENERATOR

Roll d10 for every section. Some sections can be used for different purposes. Write the results down, flesh it out, and you've got an adventure seed of swords, sorcery, and science.

a. Quest giver

1. Lost three-eyed, blue skinned alien from behind the stars dressed with a silver cloak.
2. Boss of the underworld, embalmer of the dead.
3. Priest of the cult you should not talk of.
4. Dealer of exotic slaves. A fat man with more gold rings than fingers.
5. Thief specialized in extraordinary items.
6. Necromancer.
7. Legendary warrior, who now is just a human wreck. He has sold his sword Stormtaker for a bottle of moonshine.
8. Warlord, who's forays and custom of impaling pagans are legendary.
9. Noble everyone wants dead, but no one has balls to do because there are rumors that he can curse his antagonists.
10. Mad crusader who cannot tell a difference between heathen orcs and barmaids.

b. Quest type

1. Protect
2. Intelligence, scouting
3. Annihilation
4. Thievery
5. Retrieve
6. Rescue
7. Buy/Sell (50/50)
8. Capture
9. Hide
10. Guarding

c. Target

1. Legendary weapon of heroes.
2. An item to command demons.
3. A person or a creature.
4. An item used in sacrifices and offerings.
5. Jewelry from ancient civilization's bigwig.
6. A parchment containing occult rituals or spells.

7. Knowledge, what is maddening in wrong hands (well, usually in right hands, too).
8. Advanced technical apparatus from beyond the stars.
9. Ancient tomb.
10. Ruined city located at pagan lands.

d. In the possession of...

1. Unknown.
2. Stolen, current location uncertain.
3. Guild or other organization.
4. Soldiers from an enemy realm.
5. Prince of the pagan lands.
6. Insane hermit-occultist.
7. Druids of the deepest forests.
8. Chaos dragons.
9. Visitors from beyond the stars.
10. Quest giver.

e. Races

1. Elf (1d3: 1: gloomy, 2: wild, 3: monarch)
2. Human: (1d3: 1: imperial, 2: pagan, 3: barbarian)
3. Dwarf (1d3: deep, moss, lava)
4. Halfling (1d3: 1: sheriff, 2: villager, 3: cannibal)
5. Greenblood (1d3: 1: troll, 2: ogre, 3: orc)
6. Giant
7. Snake-people
8. Alien from beyond the stars
9. Spawn of Shub-Niggurath
10. Ancient race

f. Professions

1. Warrior
2. Hermit
3. Thief or assassin (50/50)
4. Guard
5. Occultist
6. Merchant
7. Priest or priestess
8. Laborer, peon
9. Guildmaster
10. Officer (79% = corrupted)

g. Location

1. Mutated swamp or wildlands.
2. Corrupted forest.
3. A cave, or a cavenetwork.
4. Dungeon.
5. Graveyard ruled by undead.
6. Twisted tower between two (or more) dimensions.

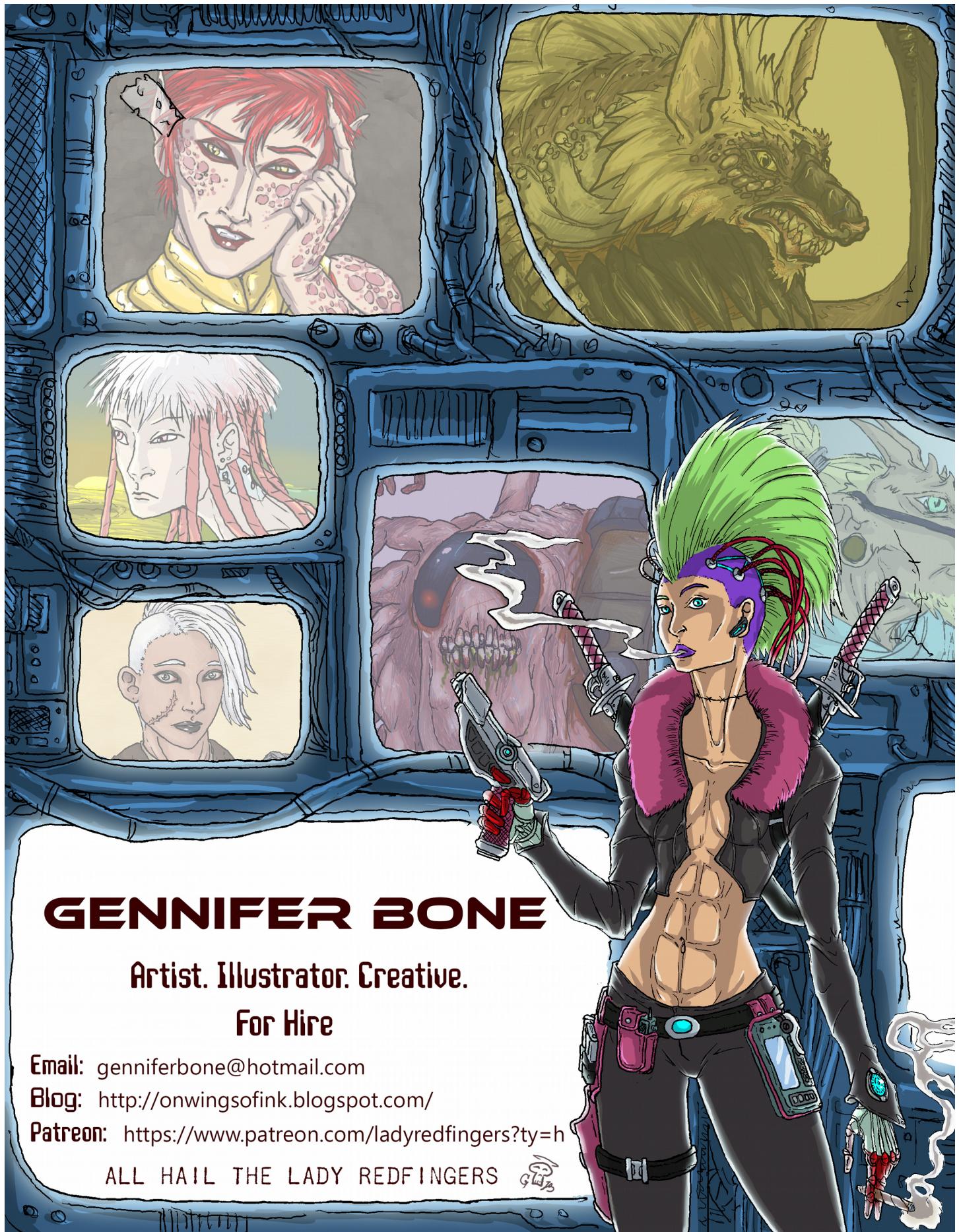
7. Uncharted island surrounded by fog.
8. Unholy place (1d4: 1: ruins of a forgotten civilization, 2: mystical stone circle, 3: old cavity with sacrifice altar, 4: tragic battleground)
9. Foreign dimension (1d8: 1: realm of demons, 2: borderland of spirits, 3: purgatory, 4: planet of the snake-people, 5: Carcosa, 6: space of the great elder ones, 7: beyond the stars, 8: 21th century Earth)
10. Building, 30% chance to be either corrupted, mutated or unholy (1d8: 1: house, 2: farm, 3: cabin, 4: temple, 5: church, 6: palace, 7: mansion, 8: castle)

h. Creatures

1. Ancient sabre-tooth-bears
2. Mythic monsters
3. Intelligent insects
4. Giant birds of prey
5. Dinosaurs
6. Mutant abominations
7. Beasts from behind the stars
8. Androids
9. Tentacled thing
10. Undead

i. Rewards

1. Coins of bad quality, 75% of normal value.
2. Ancient coins of forgotten civilization, 1.5x normal value.
3. Gems, 30% chance cursed, contains an evil spirit etc.
4. Weapon and/or armors (1d10: 1-3: bad quality, 75% stats, 4-8: normal quality, 9: exceptional quality of 125% stats and 10% chance for a special nature, 10: An artifact from beyond the stars)
5. Magical artifacts, 35% cursed.
6. Spells (1d6: on... 1: scroll, 2: spellbook, 3: slate, 4: monolith, 5: group ritual, 6: not what it is supposed to be, instead summons a demon)
7. Powerful ally
8. Glory and reputation, 25% chance for negative
9. Contact to a ancient great one or an alien from beyond the stars, 50/50 (1d10: 1: friendly, 2-3: neutral, 5-10: hostile)
10. Death, but not necessarily it is the end...



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ALL HAIL THE LADY REDFINGERS



STONES OF THE GODS

In remote locations, these ancient artifacts can be found unprotected, but hidden. They were tools and weapons of an ancient war forgotten by all civilizations.

THE SNAKE MONOLITH: This monolith looks like a snake entangled on itself. It is located in the middle of the meadows size of 25.000 acres. The more snakes you see, the closer to The Snake Monolith you get. The last 1000 yards bristle with different kinds of snakes. Those who approach The Snake monolith through the swarm of snakes must Save every round, or get stung with poison. The poison deals 1d6 points of damage every round until cured.

Whoever touches The Snake Monolith must make a Save or turn into a (random) snake. The effect can be reversed with remove curse or similar means, but it is nigh impossible to find the right target amongst thousands, probably millions, of snakes. If you act quick within two rounds of the transformation of your fellow, your chance to spot the right snake is your WIS bonus in % (roll d100 under your WIS bonus). Everyone trying to look for the snake adds their WIS bonus to the probability, minimum of 1% per searcher (negative or 0 WIS bonus counts as 1%). After two rounds, the odds to find the subject drop significantly from d100 to d1000. After 10 rounds it is impossible to find him anymore.

INFINITE CRYSTAL: High in the mountains, the purple-blue crystal shines its eternal dim light leading climbers to it. Around the gigantic Infinite Crystal are smaller crystals, around human size. Every day at noon the crystal pulsates and transform those who fail to Save into crystals sized of themselves. These crystals were used as ammunition in the war. The crystals weight about the same as the person it was before, and are quite valuable. The crystalized person has all her mental capabilities but is unable to move, thus speak aloud. Every spell can be cast that doesn't need gestures or vocabulary. AC of the victim is 6 better.

TELEPORTATION STONE TO WURATHETH'S HELLISH MANSION: Stone slab with sacred hieroglyphs. When stepped on and the hieroglyphs are read aloud, the teleport activates and sends those in 1000 feet radius into the mansion courtyard of the god Wuratheth. The god is long dead, and now his mansion is a home of scavenging imps, mutants, and other fiendish monsters. Although the mansion's been ravaged for aeons, there might be some weird artifacts left...

Game Master can use any monster from the monster lists she uses, just re-dress the description from orcs and gnomes to imps and mutants. You can also use any random treasure list, just redress them weird. In example lightning rod could be laser-shooting gauntlet.

INVISIBLE THEATRE: This stone archway cannot be seen with normal means. Only magic or special apparatuses can show its location. To find it, you must know what you are looking for. Entering it leads to an amphitheater where gods made their best warriors, magicians and monsters fight each other before the war. It was a peaceful solution to test powers and to resolve arguments. Within the amphitheater the god of sloth, Fat Yuzimemn is feeding the corpses of those combatants that left there when the war broke out. He is hungry and fed up with the taste of rotting flesh.

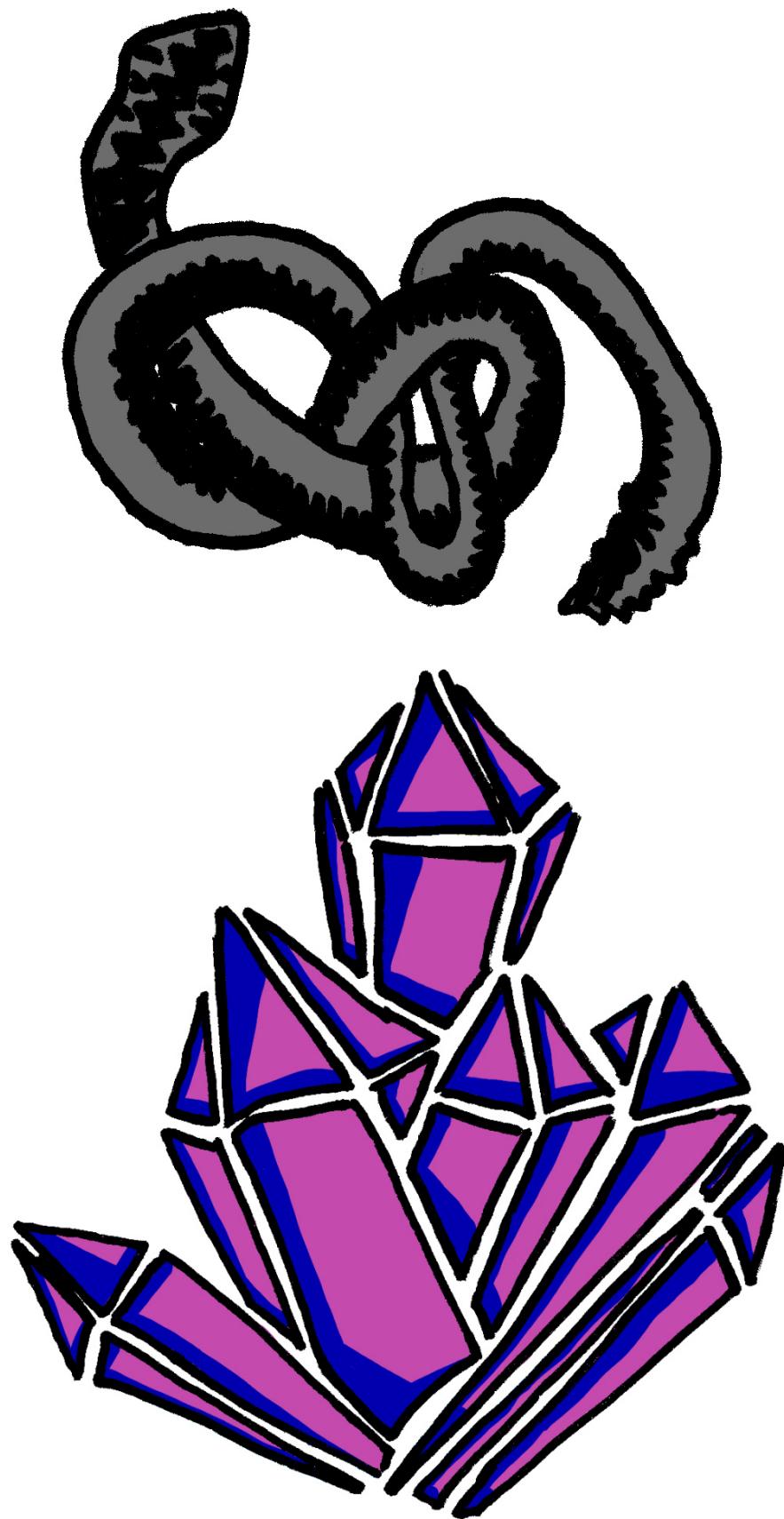
YUZIMEMN: HD: 25 | AC: 1 [18] | Attacks: Devour (Save or be eaten) | Save: F20 | Movement: Can reach anything inside the theatre, but cannot leave it.

TEETH HENGE: The henge made of giant teeth was used to get rid of casualties of war. They chewed the corpses leaving the souls behind to harvest for other uses. When the gods either died or fled the battlefield, some of the souls of the bodies Teeth Henge grinded were left behind. The area of Teeth Henge is haunted by lost souls. Many of these souls are confused and want to be freed, but there are also malicious spirits around (wraiths, shadows etc.).

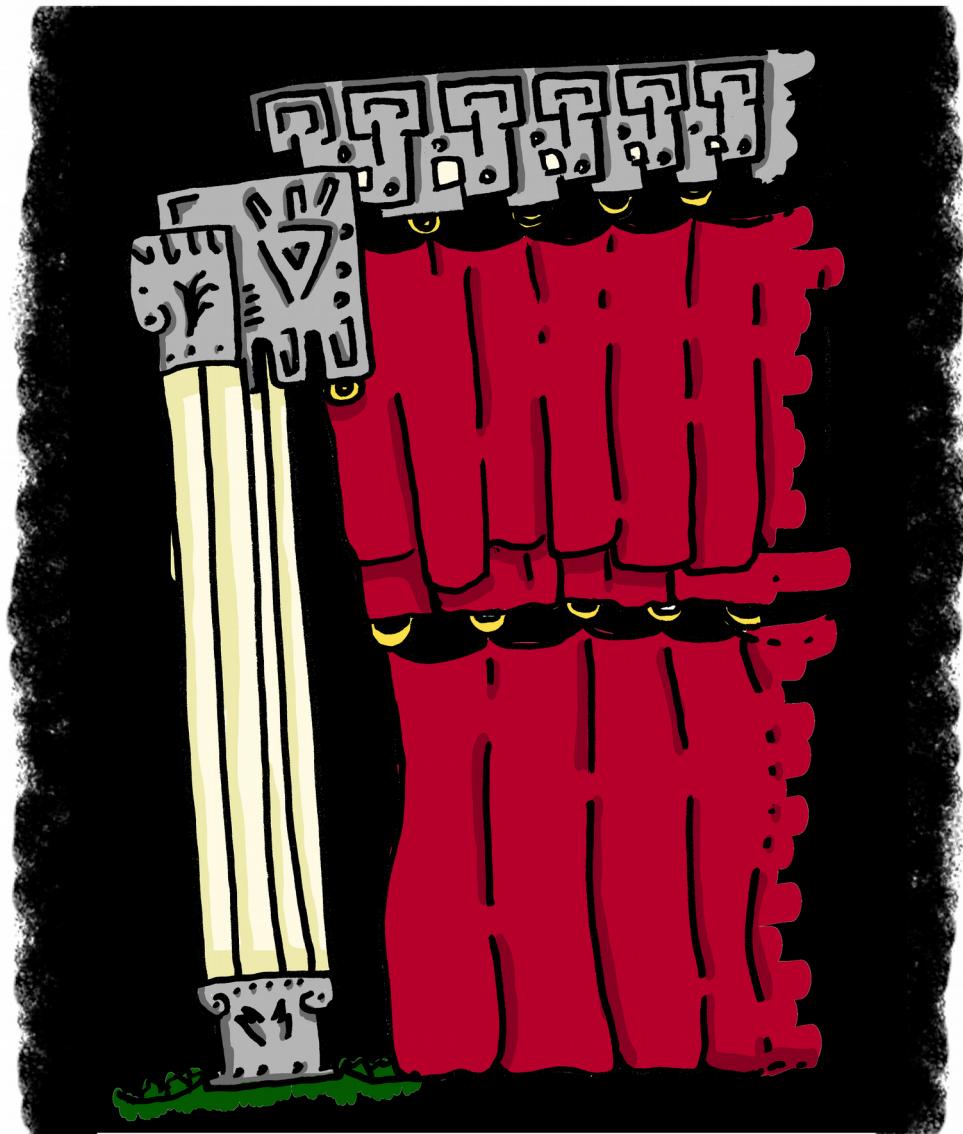
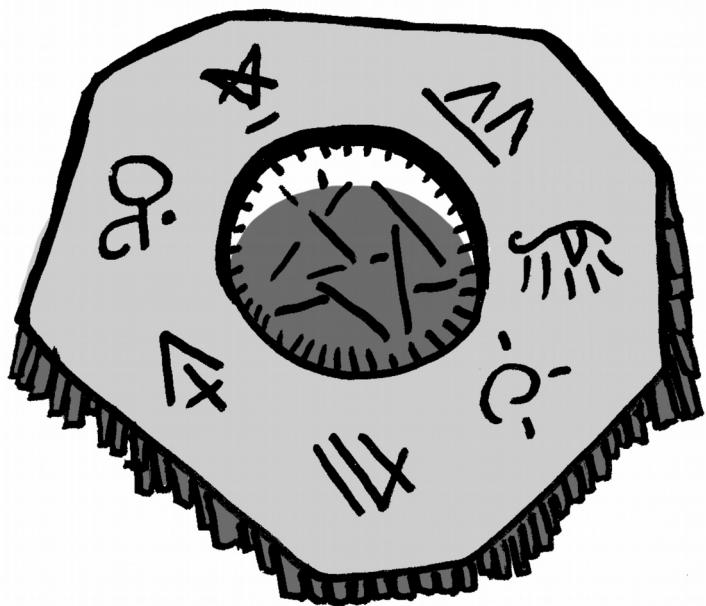
Those who walk inside the circle of teeth, must Save or be pounded. Only their spirit will be left behind.

ORACLE: Oracle is not a stone, but a god who fossilized Herself making her invulnerable. When the war ended, She was forgotten and no one released Her from her monolithic status. Ages passed and only Her head is above the ground. She knows ancient secrets of the gods and the war and ages before. But what She yearns the most is freedom. Oracle is only one who can tell of the ancient war of the gods. Those who free Her, will gain immortality. Immortality as fossilized gods.

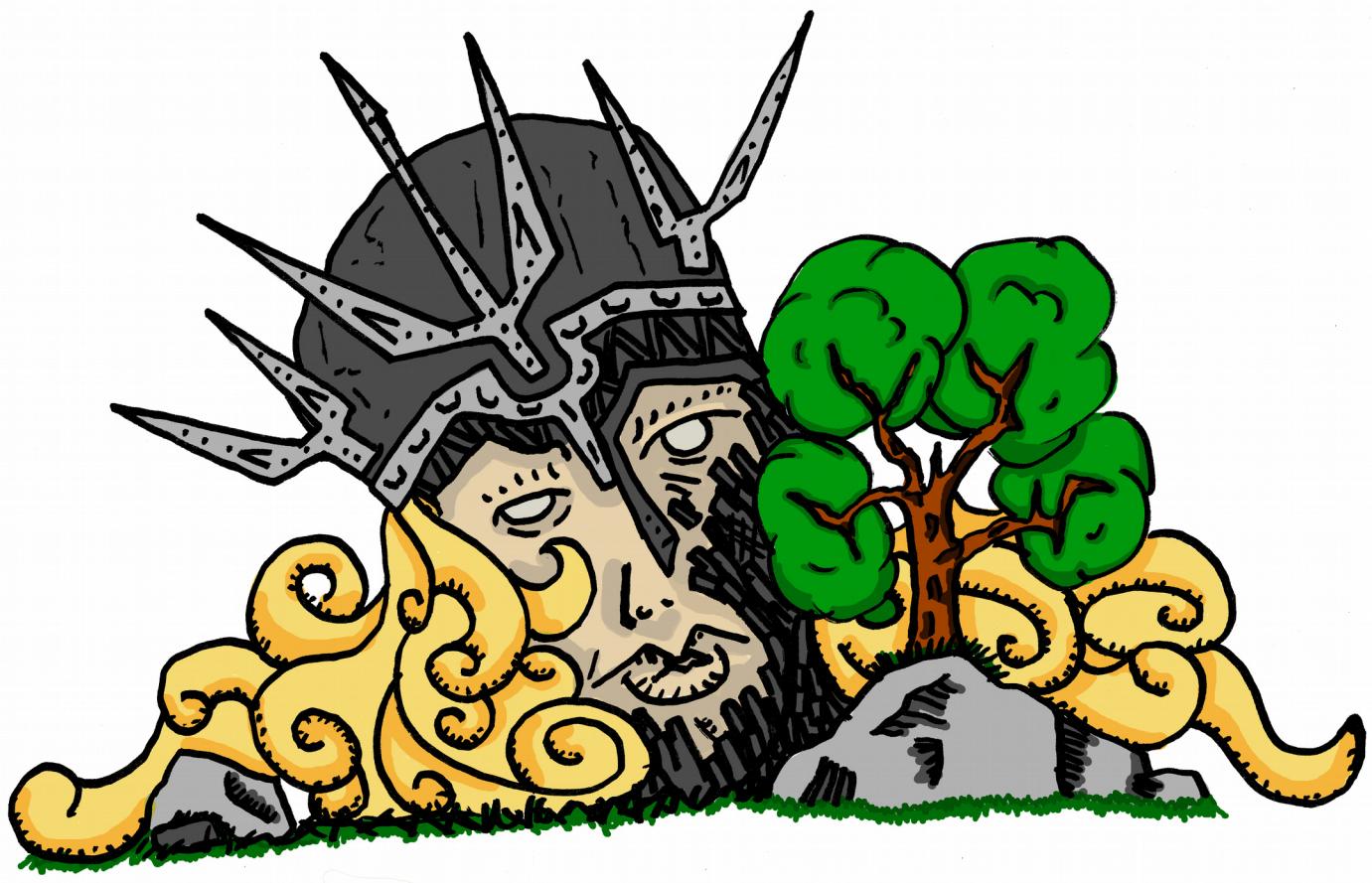
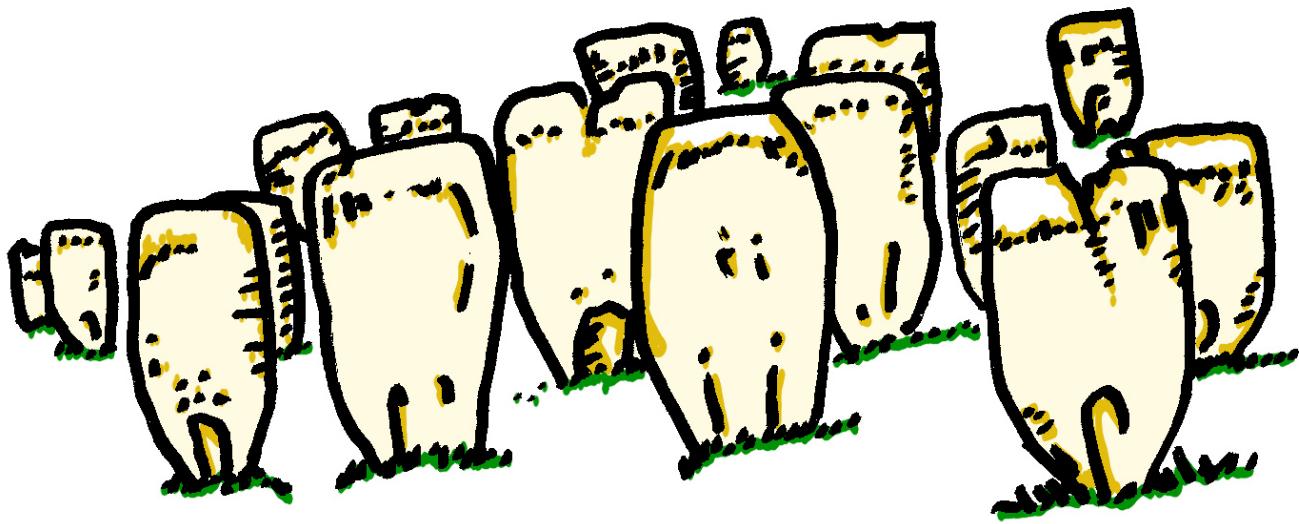
STONES OF THE GODS



STONES OF THE GODS



STONES OF THE GODS



TASTY, GROOVY, POISONOUS SHROOMS

Random tables for mushrooms.

Table 1: How big is it?

1d4	Size
1	Small (finger tip)
2	Medium (palm)
3	Big (two hands to carry)
4	Gigantic (needs to be cut in pieces)

Mushroom size doesn't indicate how strong it is. Even the tiniest one might be more poisonous than the gigantic fellow next to it.

For small shrooms roll a d4. The result tells the multiplier of it's effect. For example result "3" makes small shroom's effect thrice the listed!

Table 2: What's it's shape?

1d8	Shape
1	Cylindral
2	Bell-shaped
3	Conical
4	Convex
5	Flat
6	Infundibuliform
7	Knobbed
8	Sponge



Table 3: How groovy is it?

1d12	Color
1	Red
2	Yellow
3	Blue
4	Orange
5	Purple
6	Green
7	Black
8	White
9	Brown
10	Transparent
11	Fluoriscent, roll color
12	Multi-colored, roll twice

Table 4: How long it funks?

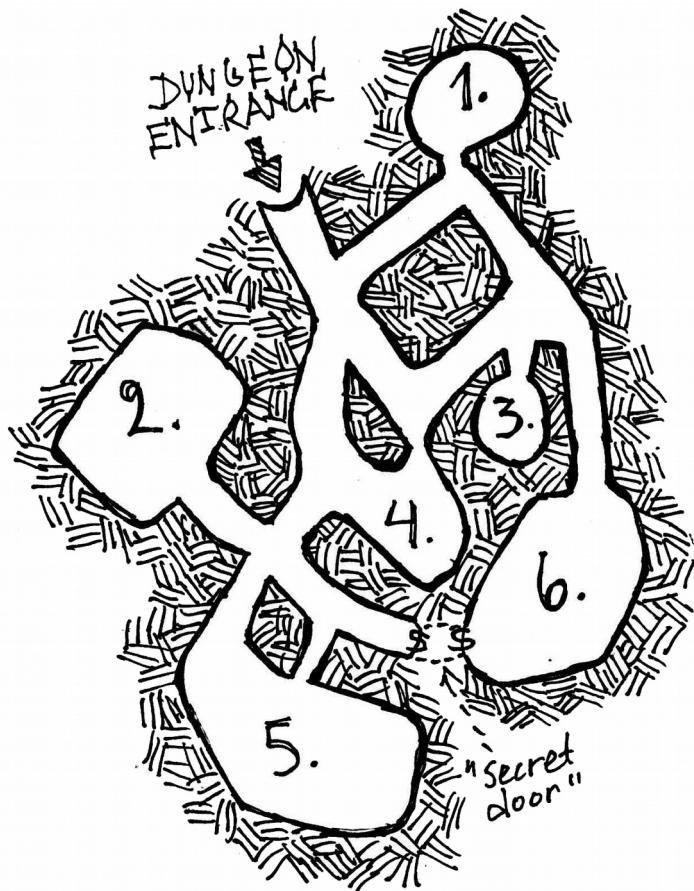
1d12	Duration
1-3	Rounds
4-6	Turns
7-8	Hours
9-10	Days
11	Weeks
12	Months

Also roll d6 to see how many of the above the effect lasts. Re-roll "6s" and add. 1% change that duration of the effect is permanent!

Table 5: What's the taste?

1d	Effect
1	Nauseatic (-2 saves)
2	Trippy-hippy (+2 W, -2 I)
3	Shrinking (Size and halved HP, C, S, D doubled)
4	Growth (Size and HP, C, S, D doubled)
5	Poisonous (save or die. Success -1d6 HP / round)
6	Healing (+2d4 HP. Save or roll again)
7	Change color (new skin color from table 3)
8	Dragon barf (1d6 fireball damage, save to control)
9	Shrinks head (Ch, I, W -4. Can't cast spells)
10	Oily body (Unable to use any item. Impossible to be grabbed)
11	Visions (Of other worlds, times and places. Save to comprehend)
12	Nourishing (no need for rations for the duration)
13	Odour (Save or -2 Ch. If success, +2 Ch instead. Unable to surprise)
14	Sickening (-3 / -15% on EVERYTHING)
15	Spellicious (Can cast 1 random spell every 1d6 hours)
16	Astral travel (can travel to places far-away and unimaginable)
17	Teleportation (Random. 1 / 20 change you can actually control it)
18	Grow ugly appendices (1d20. -1 Ch per appendice. Might be useful)
19	Brains melt (Save or be a vegetable. Success, gain level)
20	Feelsgoodman (Regain HP. Gain 10% of XP needed, well rested)
21	Bad trip (-2 / 10% on everything, jumpy and paranoid)
22	Linguistic (Understand and speak one weird language)
23	Colors (Everything is in high contrast. Might be helpful, or not)
24	Roll twice, combine

THRONE OF THE STONE CYCLOPS



STONE CYCLOPS

HD: 13 (HP: 66) | AC: 1 [18] | #Attacks: 2 fists | Damage: 2d6+2, 2d6+2 | Special: The Eye | Save: F16 | Alignment: Chaotic

The Eye: Every round the cyclops stares at one target. Save or loose 1 point of random Attribute. If save is made, victim is still paralyzed for 1d3 rounds.

RANDOM ENCOUNTERS (1d6)

1. Earth Elemental	2. Grey Ooze	3. Stirges, 3d4
4. Black pudding	5. Giant centipede(s), 1d4	6. Wight

ROOMS

- Boxes of Poisoned Wine** used to paralyze victims for soul harvest. When drinking a victim is paralyzed for 1d4 turns, Save halves.
- Locked Bedroom.** Remains of the *alchemist-wizard Lokrutius* are laying on the bed. He died of heart-attack few years ago, caused by a wight of one of his victims. Diary tells of experiments to bind souls to golems.
- Clay Statues.** With embedded small diamonds (65 gp, 20 in total). Some (4-16) are animated, but caged. Only one is still sane. Unable to speak, communicates with sing language or writing.
- Stone Golem Guardian.** Will wake on sight and step down of it's pedestal. Fights until destroyed or intruders killed or they flee.

HD: 10 (50 hp) | AC: -1 [20] | #Attacks: 1 claymore +3 | Damage: 2d6+3 | Save: F8 | Alignment: Neutral

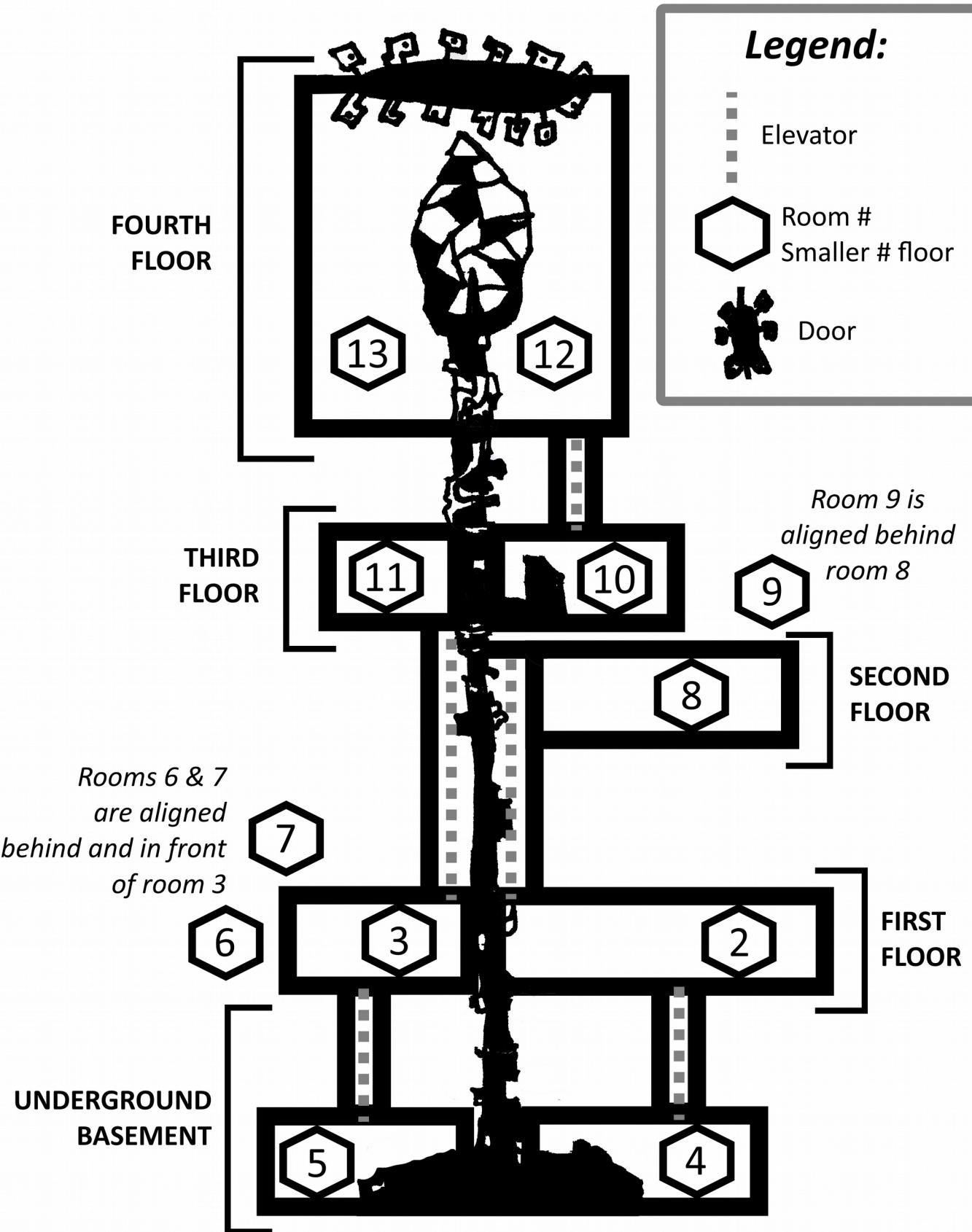
- Study.** Random potions (15 in total, half of them poison save vs. death) and instructions to create golems with souls. One book of spells (5 random spells) and 7 *Scrolls Of Soul Depart* and 1 *Scroll Of Soul Binding*.

- Throne of the Stone Cyclops.** Unfinished golem behemoth but with a soul of a person already attached inside, has gone insane. It yells and growls, but unlikely can form real words. It looks like trying to move from its stony trap which should be his lower body.

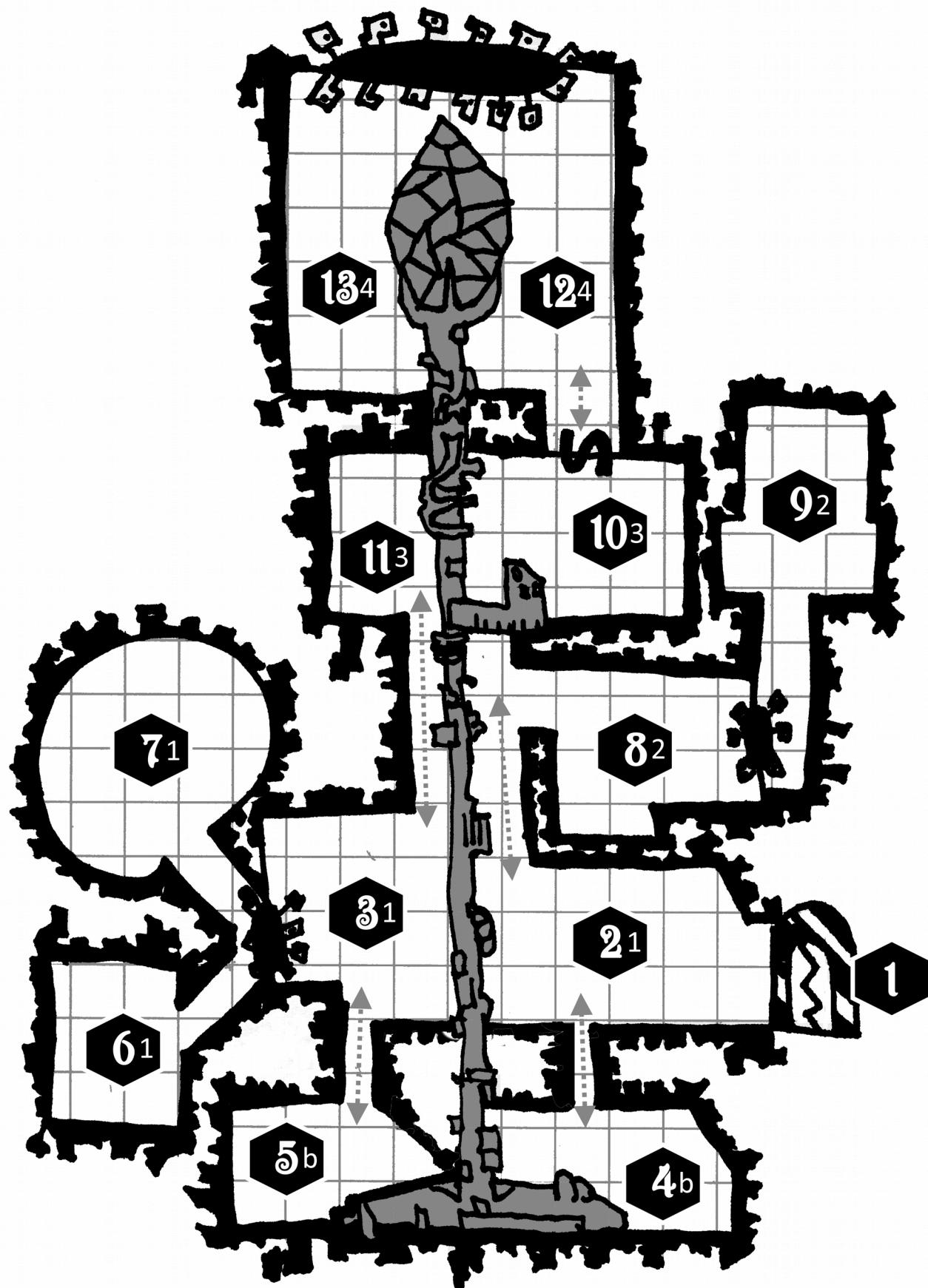
A diamond is embedded on his chest. Within the diamond is the tormented soul that animates the monster. The diamond is worth 2,000 gp for a right buyer, but who doesn't know the value of the soul only pays 250 gp for it.

The Secret Door can be used to sneak on the monster. That is the only way to get behind it unharmed to gain +2 bonus on attacks. It cannot turn, so it suffers -4 penalty to attack those flanking him.

TOWER OF TREMORS



TOWER OF TREMORS



TOWER OF TREMORS

<GENERAL INFORMATION>

/BACKGROUND For centuries this lonely tower has stood silent and still. It's metal plating reflecting vast wilderness around it. But now, it has started to operate again...

Large metal hatch on its roof has opened. Sun shining inside powering the weird device. The tremors can be felt in the next village 60 miles away. Some of the tremors have been so strong they destroyed few buildings already.

You, adventurers, should go and see what is going on with this monolith, which has been so quiet for so long...

/SURROUNDINGS Wilderness of your choice. Closest village is 60 miles away, so the general location of *Tower Of Tremors* is isolated.

/OVERALL TOWER DESCRIPTION Metal platings. Some loose. Cluttered cords behind the plates. Electric sparks here and there. Smells of metal, rust, ozone, and electricity. Hum can be heard; varies from loud to hardly audible.

The frame of the tremor machine is build of different pieces, supportive, mechanical, and electrical. Imagine some H.R. Giger works of tubes and weird, and you are there!

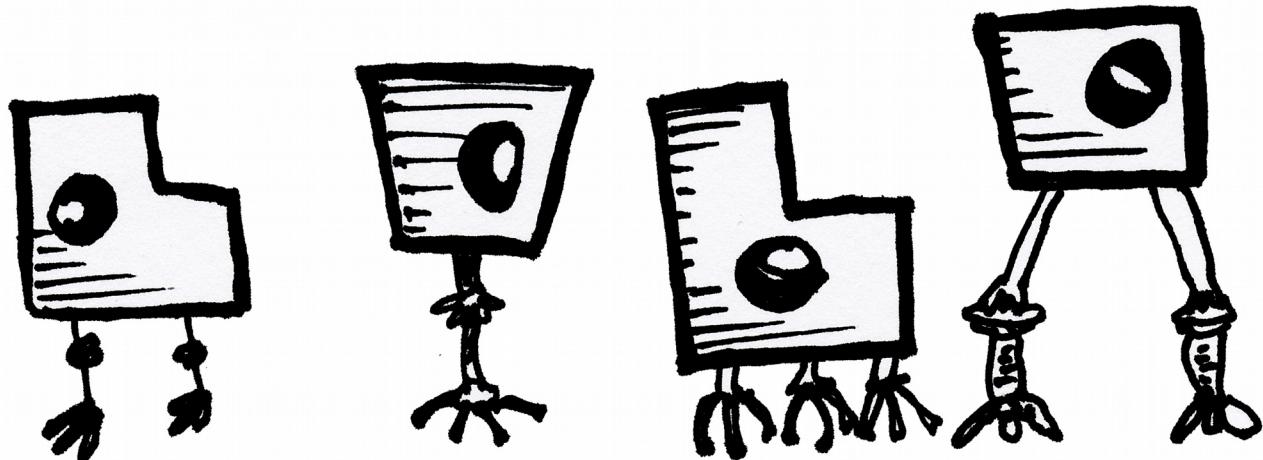
<MAP KEYS AND AREA DESCRIPTIONS>

/1. THE DOOR (outside) Thick, made of unknown metal. Control panel of weird alien symbols (button bashing has 1-in-8 chance to randomly open the door and 1-in-4 chance to electrocute for 1d3+1 damage, save for half). Can be forced open with combined STR of 30+. A crystal above the door, 50% chance to blast those who step in with 2d4 damage + system shock (DEX related activities 5 or 25% harder for 10 turns), Save to avoid.

/2. THE LOBBY (1st floor) Only light source is from the outside through the opened door. Some metal plates on the ceiling are loose, tangled chords visible. Random electric sparks. Hum sound loud from underneath. The frame can be bypassed to section 3. Careless must roll under DEX or fall down to basement area of 4 or 5 (randomly determine) on the mounting of the frame. The fall deals 3d6 damage.

Elevators go up to second floor (area 8) and down to basement (area 4).

/3. INNER LOBBY (1st floor) A closed metal door to sections 6 and 7. Elevators go to up to third level (area 11) and to basement (area 5). Red lights flicker. A skeleton with burnt equipment lays on the middle of the area. In the corner is a turret (Magic-



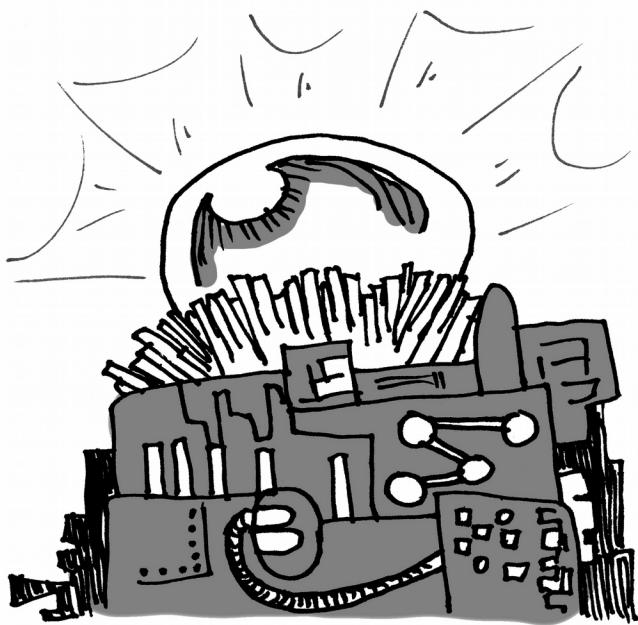
BOTS THAT OPERATE

TOWER OF TREMORS

Users think it's some kind of a mechanical lightning rod). The turret, when detached can shoot 3 blasts of lightning (300 ft., 2d8+2 DMG, Save halves). It shoots whom examines the skeleton. Skeleton's equipment is unusable, but 350 gp can be salvaged.

When the door is approached, small bots around it start to move and operate the door to open.

/4. BASEMENT i The mounting of the frame. Crystal ball size of a pony (weights as much, too. Value 5,555 gp) blinking and showing data of operations. INT 15 or higher understands, that the values increase showing, that the operations of the Tower are charging energy. Device is too complicated and secured to make a difference to its operations. The elevator goes up to area 2. The mounting cannot be bypassed to basement II.



/5. BASEMENT ii 20 small bots operate this side of the mount. They are unconcerned of those who enter the area, unless one falls down on the mount (see 2) or bothers them, whereupon they attack anything in sight.

OPERATING BOTS

HD: 1+1 / AC: 4 [15] / #Attacks: 1 electrocution / DMG: 1d4+2 + Paralyze for rounds equal to damage (Save halves) / Save F3 / Alignment: Neutral

The mounting cannot be bypassed to basement I.

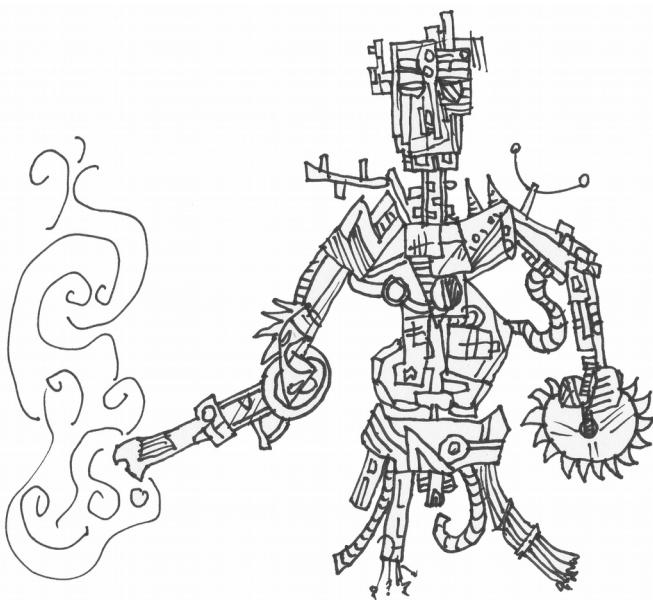
/6. STORAGE (1st floor) Thick metal walls. Faint blue light on the ceiling illuminating the area. Metal closets with pads of weird symbols. INT 12+ can open, or random button bashing (25% chance to open, 75% chance to permanently seal).

In 2-8 closets there are items worth of salvaging. Roll random treasure tables of your favorite system to determine the types of the items inside of each closet. Give the items alien description, even though the mechanics are from a fantasy system.

/7. RESTING AREA (1st floor) Comfortable seats, sofas, and some tables. Soothing lightning (Save or effect of Sleep spell). Calming background tunes (Save or must Save every time when attending something aggressive, like attacking, inside the tower complex).

/8. BOT RECHARGE AND REPAIRS (2nd floor) No lights, no sounds. In the middle of the area is a pedestal, where bots have attached themselves on to recharge their batteries. The pedestal is not operating and the bots are dead. One or two bots might twitch, but nothing more. The door is closed and the bots operating it out of power. The door can be forced open (combined STR of 20+ needed). If not cramped open, it will slam shut immediately when disengaged. If someone is in the doorway at that moment, he must Save or suffer 3d6 damage. If damage is higher than victims CON/2, loose random limb suffering additional 1d6 damage. Disadvantages of loosing a limb are up to Referee.

TOWER OF TREMORS



/9. ROBOT ROOM (2nd floor) Lots of mechanical and electrical devices, cords and tubes, attached to the center of the room, where on a pedestal a robot lays. The robot is humanoid in stature, but missing it's legs. The parts of the legs are scattered next to the pedestal. When the room is entered, the robot turns on and attacks the intruders. It cannot move away from the pedestal, though.

ROBOT

HD: 9 / AC: 6 [13] / #Attacks: 2, Flamethrower (RNG 30 ft.), Circular saw (close range) / DMG: 2d8 + fire effect or 1d8+2 / Save F7 / Alignment: Neutral

Immune to spells and spell effects.

5d6 x 10 gp worth of salvage can be found in this room.

/10. OPERATING ROOM (3rd floor) This room can be accessed from area 11 bypassing the frame. An elevator leads up to 5th floor. Operating the control device is an alien. He tries his best to continue the terraforming of the realm, which was their original mission. Covered with a secret door is an elevator leading up to 4th floor (area 12).

ALIEN

HD: 3+3 / AC: 7 [12] / #Attacks: 2 mental blasts or 1 control device / Save M-U 9 / Alignment: Neutral

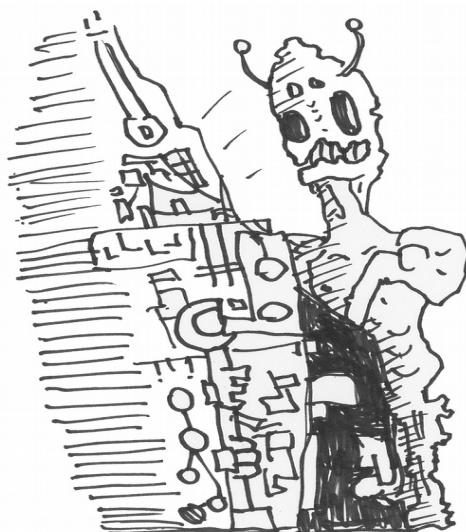
Immune to physical attacks (+ weapons do the trick)

Mental blasts (choose two to use per round):

- *Blur: AC 18 next round*
- *Brain fry: Save or loose 1d6 INT and 1d3 WIS (both recover one point per 8 hrs rest)*
- *Charm: As spell*
- *Whisper: Save or do one thing alien mentally commands you to do (ie. attack friend, harm shelf, drop weapon, flee)*
- *Wipe: Spell casters (M-U, Cleric, Elf etc.) forget one memorized spell*

Control device:

- *Turret control: Turret from ceiling shoots one target, dealing 1d8+2 damage*
- *Electrocution: Sparks fly from the device electrocuting the victim. 1d4 damage + as many rounds paralyzed, Save halves*
- *Summon bots: Summons 1d4 bots, which attack intruders. For bot stats see section 5*



TOWER OF TREMORS

/11. CRYOGENIC FREEZE CHAMBER (3rd floor)

Within this room there are four pods. Two pods have dead aliens inside, two are open. Next to one of the open pods lays a dead alien on the floor. It looks like it struggled for a while, but didn't survive. Wet alien footprints lead to section 10, past the frame.

/12: THE CRYSTAL i (4th floor) The crystal is a massive, dark gray, artifact. The hatch above it is open. Bots, that operate it, are idle. The crystal collects power from sunlight and the frame transfers that energy down to the basement, to the mounting, which transforms the energy into tremors. The frame radiates extreme heat. The crystal is cracked and the pieces can be collected. Total worth $d6 \times 1,000$ gp. The crystal pieces are excellent magical components, too. The crystal and the frame can be bypassed to area 13.

When bypassing to area 13 the bots (number of adventurers x4) from the roof drop down and attack the intruders (for the stats see section 5). Take note that the section between areas 12 and 13 is narrow and uncomfortable to fight for anything bigger than bots. Take that in account for attack rolls etc. for adventurers. Also if bots deal 6 damage on one victim in one round, Save or fall down the frame. Roll 1d4 to determine how many floors the victim falls (1: to 3rd floor – 2: to 2nd floor – 3: to 1st floor – 4: to basement); also flip a coin to see in which side of the frame the victim falls. Falling damage is $2d4 \times$ floors down.

/13: THE CRYSTAL ii (5th floor) The cracks on the crystal in this side are so bad, that it can be damaged and destroyed with mundane weapons and equipment. Spells, weapons, anything can damage it. As it is not hard to hit at all, automatic hits are allowed. Every time the crystal is hit, the hitter must Save or:

1. Be blinded for 1d6 days
2. Suffer 1d3 damage from sharp shards
3. Loose 1 permanent point of CON from heat
4. Permanent -1 to DMG of weapon used

The crystal is destroyed, and the Tower Of Tremors deactivated after 50 points of damage is delivered. When the crystal finally shatters, it blasts into small shrapnels (Save or permanently blinded, loose 1d6 con, 2d6+2 DMG). From the remainings, 5,000 gp worth of small gray crystals can be salvaged.

The tower starts to tremble and fall down into wreckage. It is up to you, Referee, how hard you want the escape to be!

<ADDITIONAL INFORMATION>

/EXPLANATION The Tower Of Tremors is an ancient alien artifact, what was planted aeons ago inside a mountain. Something went wrong, and the aliens did not wake up from cryogenic freezing in time. Time passed, and erosion and other geological events ate the mountain around the tower.

Because of a random event, one alien woke up, and after diagnosing his fellow scientists didn't survive, started the original mission: to terraform this planet (yes, the planet your players' fantasy characters roam!). It is a slow process and without his fellow scientists' help and properly functioning devices.

Then the adventurers entered...

/RANDOM LOOT Each room contains $3d6 \times 10$ gp worth of scrap. Scrap weights 10x more than gps.

Each room also has 65% chance to have 1d3 random treasures from treasure tables of your favorite fantasy system. Just remember to dress the items in alien aesthetics!

WITCH'S CAULDRON RANDOM MISHAP TABLE (BLAME THE CAT)

Deep in the Synk'wood forests is the swamp of horrors. It looks horrible and reeks depression. Everything is rotting brown and poison green. In the middle of the swamp there lives a witch, *Vivian of Greenose*, in her repulsive hut. Everyone knows she makes the best potions in the Realm! Those who are courageous enough to travel in the deeps of the horrible county of the witch sure do need some potions. But there, at the witch's hut, also lives a cat named *Kuspiä*. And the cat is a mischievous trickster, worst of a kind. When the witch brews the potion, the cat jumps high on a shelf and spills wrong ingredients from random bottles into the broth! And that's when the fun begins...

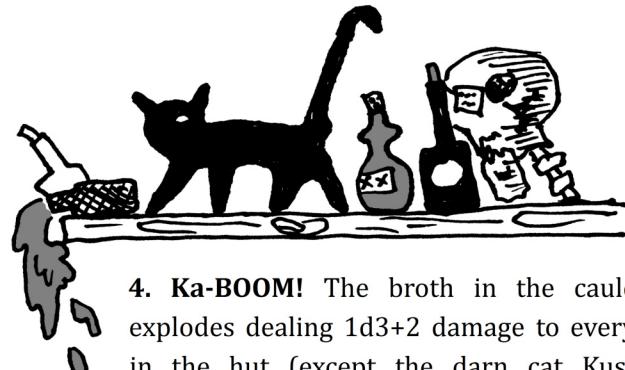
(You can use this random cauldron mishap table in any situation, potion, or spell in your campaign. You also should play songs from the band ACID WITCH when the adventurers enter the hut. It totally sets the mood!)

Save either halves or negates the effect, which option sounds better. In some entries Referee should use her imagination for more interesting and weird-fun results.

1. WITCHTANIC HELLUCINATIONS (*actual Acid Witch song*). The colors smell so good. Next adventure will be soo-o psychedelic! Everything looks and feels fantastic and *OH WHAT IS THAT OH NO OH NO!* Double exp from next adventure, but everything feels and looks horrible and things might go wrong. Oh-so very wrong.

2. WELL SEASONED Tastes delicious, and the effect is double from the original. Unfortunately every other taste in the Realm is bland for the rest of her life. The condition is called *ageusia*.

3. SPICY HOT! It literally burns the drinker's intestines. 1d6 damage for the next 1d4 rounds. Save each round not to barf fire (1d3 damage, 10 ft. cone). After 3d3 hours there is a change of a fiery fart. 2d6 damage for self, 30 ft. fire-cone dealing 1d8 damage.



4. Ka-BOOM! The broth in the cauldron explodes dealing 1d3+2 damage to everyone in the hut (except the darn cat *Kuspiä*).

Everything is funny-color after the explosion.

5. BLACK HOLE SOUP The drinker explodes and sprays gory splatter all around the hut. His soul forms a black hole that starts to suck everything in.

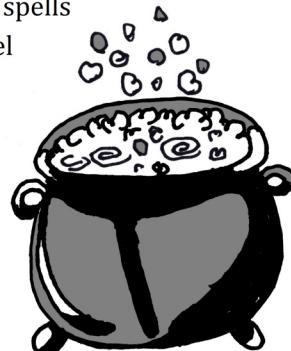
6. PUFF Everything in 200 ft. radius of the cauldron shrinks. Cockroaches are like monsters, rats like behemoths and toads like ancient god-beings from outer space! And there's plenty of critters around...

7. POLYMORPH You are now: 1. A mouse (*Kuspiä wants your meat*), 2. Brugga-frog (*rare ingredient for potions*), 3. Swamp-troll (*hater's gonna hate*), 4. Myconoid (*roll random shrooms table to see your "special" qualities*), 5. Swamp gas (*as in gaseous form Spell but permanent, green, and smells bad*), 6. Swamp monster (*half human, half swamp species*).

8. MIX The potion's got 1d3+2 random potion or spell effects. 30% chance each to be poisonous or harmful in nature.

9. ACID CLOUD Fills the hut and melts the skin. Except witch's, her skin is already "all wrong". 2d4 damage and -1 permanent CHA per round inside the hut.

10. SWAMPMAGEDDON The bog-demon is summoned. AC 19 and HD 17, random spells memorized as if 12th level Magic-User. The spell effects can be as written, but redress them swamp-y in feel and look. Fireball (same damage) becomes a Bogball and so on. You get the gist! Experiment!



APPENDIX: REALM

You might have noticed, that within this book of assorted material a place called “Realm” has been referred. This Realm is a default setting for all the material content I have written. But there is no history nor background information for this Realm.

You see, the Realm is your campaign setting. Or any other campaign setting. It is your choice where you want a certain dungeon to be, or what language the certain NPC speaks. The Realm is your game, whether you use a commercial setting or a homebrewed one.

You might notice, that in this Realm science mixes with fantasy. Well, that is what I like and how I like it. Science is not mundane. Science is as weird or ancient as are those magical artifacts from ancient civilizations the adventures search deep in the dangerous dungeons. Is it really that different? A golem that works with magical soul crystal or a robot what uses electricity? Or if the monster is from another dimension or plane rather than from beyond the stars?

As I see it, magic and science in a fantastic roleplaying game are both the same; something weird and powerful, something the player characters want to get their hands on, or something they want to destroy in order to save the world. Well, or just get some cash in exchange of these artifacts.

If you do not like a little seasoning of science in your fantasy, it is easy to fix! Just change robots into golems and beyond the stars in more appropriate planes for your setting. It is easy. It is your game. It is your Realm.

Another suggestion is that Realm is something next to your setting. Maybe a small state (think Vatican or Lichtenstein in modern world Europe) hard to reach and because of that a bit different than rest of your setting. Or maybe it is next, beyond the reality. Or maybe Realm is a far-away land! If you make Realm a foreign place, you don't necessarily need a map for it after all. Player characters are unfamiliar of the place, so do you need all the detailed information for it as a Game Master? Not necessarily. If you keep Realm as an unknown and weird place full of surprises for yourself, it will truly be one for your players, too! Plan one session at a time and see in what directions everything goes.

Realm is a perfect place to use some random tables to create adventures and encounters. And it is a perfect place for a hexcrawl, too!

I don't know where Realm is. Realm has been in many of my campaigns and adventures. Always in different games and settings. But it is always there. Maybe every commercial and fan made setting out there is a part of Realm. I believe so.

In addition to this Patreon supported book you have now finished, I highly recommend all kinds of zines out there for an addition for Your Realms. Zines might seem to have random out of place material, many not connected to each other. But in great adventures within Realm, all these random little articles start to make a sense. Greatest adventures are surprising, and traveling Realm, you never know what you encounter!

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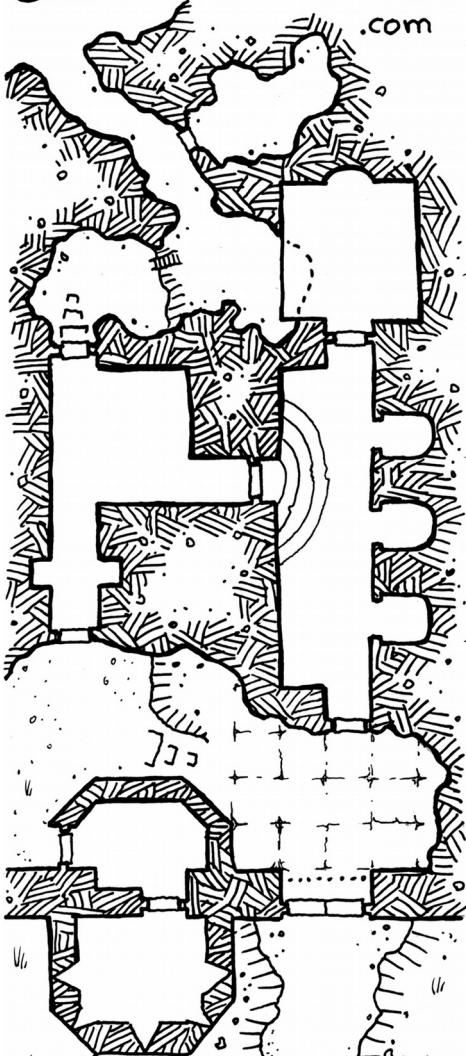
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PATRONS

A person whose support or protection is solicited or acknowledged by the dedication of a book or other work.

- Dictionary.com

DYSON
LOGOS



These are the people who supported me create the content for this compilation of material. These are the people who helped me get supplies necessary to draw. These are the people who inspired me.

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Thank you.

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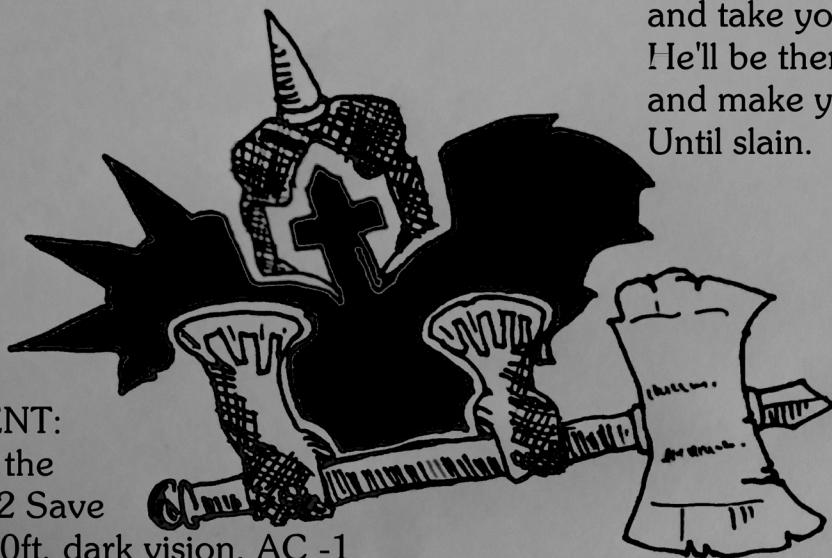
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GAME MASTER'S PERSONAL NOTES



BY: Thaumiel Nerub, 2015, patreon.com/cryptofdoom, doomproducts@gmail.com

Mörkt Knight



EQUIPMENT:

*Helmet of the Bad guy (+2 Save vs. spells, 30ft. dark vision, AC -1)

* Armor of the fallen one (+1d6 grapple damage, AC 2, half damage from blades and sharp objects)

*Gauntlets of bad-ass (+2 STR, can't drop weapon held)

*Axenator (2d6+2 DMG, Save versus paralysation, +2 CHA)

Mörkt Knight is a bad guy.
He wants to murder you
and take your stuff.
He'll be there, follow you
and make you miserable.
Until slain.

HD: 9, as
6th level F, dand
3th level M-U

AC: -1

Save: 9th lvl M-U

Morale: 11

Alignment: Evil

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